CHRIS MUELLER

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EDUCATION

Carnegie Mellon University
Master of Human-Computer Interaction
August 2013

- Technical lead of team working with NASA Ames Research Center on maximizing ISS crew efficiency via a head-mounted display.
- Set of interactive displays showcasing events, projects, and people on campus.
- Gesture-based music sequencer for public installation.
- Concept e-Magazine focused on modern outdoor lifestyle.

Loyola Marymount University
Bachelors of Science in Computer Science
May 2010

Awards
Magna Cum Laude
Program Scholar - Computer Science
Eugenie B. Hannon Science and Engineering Scholarship

- Application utilizing blob-tracking for navigation of obstacle courses.
- Extension of Firefox to allow direct I/O with native JavaScript. Proof of concept with PS3 controller.
- Location-aware, mobile application for claiming real-life territory with other users.

WORK

NASA
Mountain View, CA
Senior Project Associate
Sept 2013 - Present

- Perform user research for various projects throughout NASA and model results.
- Develop wireframes and design specifications for software solutions.
- Work with developers to determine ideal implementation.
- Develop and perform initial test plan.

DIRECTV
El Segundo, CA
Software Engineer
June 2010 - Aug 2012

- Technical Lead for DIRECTV Broadcast Operations Support System (DBOSS) development team (6 developers, ~300 users).
- Developed solutions to deep engineering problems such as service signal visualization, and resource scheduling.
- Led user research and generated requirements and design specifications for new software applications.
- Developed background processes for verification and maintenance of large data sets.
- Performed admin duties for hardware systems.

DIRECTV
El Segundo, CA
Software Engineering Intern
May 2009 - Aug 2009

- Assisted in development and launch of DIRECTV Broadcast Operations Support System (DBOSS).
- Created proof of concept for DBOSS BlackBerry support.
- Assisted with training and documentation.

SKILLS

Design Adobe Illustrator, InDesign, After Effects, OmniGraffle
Languages Java, JavaScript, C, C++, SQL, HTML/CSS
Frameworks Processing, openFrameworks, Arduino, Android
General User-centered research methods, agile development, version control