

# Chris Mueller

Interaction designer & software developer  
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## Work

### **NASA (via SJSURF)**

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

- Plan and maintain all phases of project schedules.
- Work closely with external stakeholders to define initial requirements, communicate status, and solicit feedback.
- Develop and execute research and testing plan; model results.
- Create wireframes, storyboards, mockups, and specifications.
- Work with development team to discuss implementation details and schedule estimates.
- Manage production testing and deployment activities.

### **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).
- Led user research and generated requirements and design specifications for new software applications.
- Determined schedule and feature priority for software releases.
- Developed and tested new features and products (all work peer reviewed).
- 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.

## 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.
- Gesture-based music sequencer for public installation.
- Set of interactive displays showcasing events, projects, and people on campus.

### **Loyola Marymount University**

Bachelors of Science in Computer Science  
*May 2010*

- Magna Cum Laude
- Program Scholar — Computer Science (highest graduating GPA)
- Application utilizing blob-tracking for navigation of obstacle courses.
- Extension of Firefox to allow direct I/O with native JavaScript. Proof of concept with Sony Sixaxis controller.
- Location-aware, mobile application for claiming real-world territory with other users.

## Skills & Tools

### **Currently using**

Sketch, OmniGraffle  
HTML/CSS/JS, Git, SVN

### **Used in the past**

Adobe Illustrator, InDesign, After Effects  
Java, C, C++, SQL, Processing, openFrameworks, Arduino, Android  
AngularJS, Node.js, MongoDB,