Christian T. Mueller

User Experience Designer

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Work Experience

Blink UX (formerly Redshift Digital)

Blink is a UX research and design firm that works with great companies to create meaningful digital products, brands, and experiences.

Senior UX Designer | Nov 2018 – Present
- Lead interdisciplinary teams for various clients, owning the overall design and project success.
- Work with researchers to define goals and protocols, running sessions when necessary.
- Create detailed wireframes and partner with visual designers to establish look and feel.
- Develop comprehensive click-through and animated prototypes.
- Present work to clients regularly, facilitating discussion and feedback.

UX Designer | Nov 2017 – Nov 2018
- Effectively the same as above

NASA (via SJSURF)

The Ames HCI Group builds software that supports mission operations and science planning for both manned and unmanned missions.

Senior UX Designer | Sep 2013 – Nov 2017
- Led design through all phases of project lifecycle.
- Planned, executed, and synthesized research and testing activities.
- Created wireframes, storyboards, and interactive prototypes to rapidly test and communicate design direction.
- Partnered with developers to determine feature implementation.
- Managed a variety of projects, defining goals with stakeholders and ensuring team success.

DIRECTV

The DIRECTV Systems Engineering division buids software to assist the operations and maintenance of DIRECTV's numerous broadcast centers.

Software Engineer | Jun 2010 – Aug 2012
- Led a small development team working on internal operations
- Developed custom Java applications ranging from signal visualization to maintaining data integrity.
- Led user research and requirement generation activities.
- Created requirement documents and design specifications for new projects.
- Maintained project schedule and feature priority for all software

Education

MS in Human-Computer Interaction

Carnegie Mellon University | Aug 2013

BS in Computer Science

Loyola Marymount University | May 2010
- Magna Cum Laude
- Program Scholar - Computer Science
- Eugenie B. Hannon Science and Engineering Scholarship

Tools & Such

Mainly using

Figma, Sketch, InVision, Flinto

HTML/CSS/JS, Git

Experience with

AfterEffects, Illustrator, InDesign

Java, C, C++, SQL

Arduino, Processing, openFrameworks