

# CHRIS MUELLER

480.620.3689 || chris@iammueller.com || iammueller.com

## EDUCATION

**Carnegie Mellon University**  
Master of Human-Computer Interaction  
*August 2013*

### Highlights

- 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

### Highlights

- 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

**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).
- Worked with stakeholders to develop solutions to deep engineering problems such as service signal visualization and monitoring, resource scheduling, and asset management.
- 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).
- Proof of concept for DBOSS BlackBerry support.
- Assist with training and documentation.

## SKILLS

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