

# Jen Christner

UX Designer

info@jenchristner.com

jenchristner.com

[www.linkedin.com/in/jen-christner](https://www.linkedin.com/in/jen-christner)

Designer with engineering background deeply interested in user advocacy with strengths in tenacity, teamwork, focus on detail, and adaptability.

## PROJECTS

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Friendship Circle of Colorado Website Redesign  
*UX/UI Designer*  
Jul 2022

The Friendship Circle of Colorado website needed updating with a clearer Event RSVP flow to help encourage greater event participation. With a team of two other UX/UI designers, identified current issues through usability testing, ideated on solutions, and designed a better user flow and navigation. Conducted testing on lo-fi wireframes and iterated on the design to increase usability. From there developed a UI style guide and a responsive hi-fi prototype. Additional testing on this prototype verified increased usability.

Department of the Interior Website Redesign  
*UX/UI Designer*  
May - Jun 2022

The website for the United States Department of the Interior (DOI) does not adequately display information in a way that encourages public support of their mission to protect the natural resources of the country and manage responsibilities to native communities. With a partner, researched the current navigation and user flow, and identified issues through usability testing. Working alone, ideated on solutions to those issues, designed and tested lo-fit wireframes, and iterated on those designs. Then created and implemented a UI design system. Further testing was completed on a hi-fi prototype.

BLOCAL Restaurant Mobile App Design  
*UX Designer*  
Apr 2022

With a team of two other UX designers, conducted research into the needs of people looking to find locally owned restaurants. Identified that the primary issue was data scattered across multiple sources, organized in an unappealing manner, and the user's lack of patience when hungry and searching for a restaurant. Together designed a lo-fi prototype, tested and iterated on that design, then created a mid-fi prototype to help users quickly and easily find locally owned restaurants.

## PAST WORK EXPERIENCE

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Staff Engineer  
*URS Corporation*  
Mar 2005 – Aug 2008

Worked with a team to implement Spill Prevention, Control, and Countermeasure plans for 300+ natural gas sites across the US. Interacted with individual site managers to determine how best to meet spill prevention requirements. Also worked on Air Quality team to help clients meet local and national regulations.

Engineer  
*TRC Companies, Inc.*  
Dec 2002 – Mar 2005

Sampled and evaluated groundwater and soil samples at remediation sites to verify cleanup processes. Conducted Phase I environmental site assessments. Developed initial Spill Prevention, Control, and Countermeasure documentation for various oil and gas facilities.

## EDUCATION

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University of Denver Bootcamps  
*Certificate, UX/UI Design*  
Mar 2022 – Aug 2022

Immersive 24-week course included:

- Researched and designed three mobile applications focused on usability and interaction
- Improved usability and user flows for two websites focusing on visual design and accessibility
- Developed two responsive websites incorporating HTML5, CSS, JavaScript, jQuery, and Bootstrap
- Tools used include Figma, InVision, Miro, and other design-focused tools to collaborate with teammates and share work

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EDUCATION (Continued) —

Udacity Nano Degree Program

*Certificate, Front End Web Development*

Sep 2021 – Dec 2021

Project based 16-week program included:

- Developed four responsive websites incorporating HTML5, CSS, and JavaScript
- Developed two applications incorporating web APIs, asynchronous applications, Sass and Webpack

Colorado School of Mines  
*B.S. in Engineering,  
Environmental Specialty*

Sep 1998 – Dec 2002

Program covered general engineering and focused on design of remediation systems, water and wastewater treatment facilities, and understanding of environmental policies.

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SKILLS —**User Research:**

User Personas  
Affinity Diagramming  
Empathy Mapping  
Interviewing  
Ideation  
Problem Identification

**Interaction Design:**

Storyboarding  
User Flows  
Information Architecture  
Lofi & Hifi Wireframing  
Design Libraries and Systems  
Responsive Design

**Testing:**

Prototyping  
Usability Testing  
Processing Results  
Iteration

**Technical:**

HTML5  
CSS  
JavaScript  
jQuery  
Bootstrap

**Tools:**

Figma  
InVision  
Miro