Chris Swan

UX Researcher proficient in qualitative, quantitative and systems thinking methods through which I can identify nuanced patterns to generate imaginative, practical insights into user needs. I am focused on helping clients understand and design for their customers through generative and evaluative research, visual communication, and concept development.

UX Research Experience

Independent UX Research Consultant

Freelance • New York

Hill + Knowlton • UX Researcher

Generative research on consumer recycling behavior.

Articulate Productions • Graphic Design

Designed branded media materials for prominent spirits brand

Skylight Studios • UX Researcher

Consulted on late-phase strategy of a social media platform for artists.

IIT Department of Engineering • Animation

Created a custom animation for a bridge deployment concept submitted to the US Army.

UX Researcher & Interaction Designer

Accenture Operations • Chicago

Developed design-informed, internal client deliverables applying user experience research methods.

- Interviewed users to foster development of new products, to frame problems and refine designs.
- Conducted rapid prototyping sessions for interactive experiences.
- Tested prototypes with users iteratively throughout the prototyping process.
- Created custom video animations and data visualizations for interactive stories.
- Advocated for the importance of UX and engaged the core team throughout the design process.

UX Researcher

Saffi Foods • Chicago

Studied consumer behavior and habits through ethnographic research to inform the design of new product concepts for sustainable consumer packaging.

- Collected data using in-person interviews, design exercises and market research to inform design.
- Planned and conducted field visits with the client and other team members
- · Synthesized and presented research findings in presentations with leadership.
- Built physical and 3D prototypes to facilitate the ongoing discussion surrounding design direction.
- Maintained detailed records through photographs, notes and audio during all phases of research.
- Conducted usability testing and structured interviews during the evaluation phase of development.

UX Researcher

IIT + University of North Texas • Chicago

Collaboratively developed a web-based product system and prototyped a mobile field tool for research field linguists studying the preservation of disappearing languages.

- Examined primary research to identify crucial user specification details.
- Conducted interviews with subject matter experts.
- Created user journey maps to visualize user needs and frame insights.
- Developed wireframes and low-fidelity, high-fidelity and interactive prototypes.

UX Researcher & UX Designer

Motorola • Chicago

Developed a glucometer concept that works directly with a smart phone and sensor driven wearable glucose administrator patch for a more seamless experience for diabetes patients.

- Planned and conducted 1:1 interviews
- Built physical prototypes and helped migrate those to Rhino3D for modeling.
- Created high-fidelity renderings of prototypes with Rhino3D.
- Planned and executed usability testing at several levels of the process.
- · Developed wireframes and interactive prototypes with Figma.

Quantitative Researcher

Dr. Daniel Scheinfeld PhD. • University of Chicago • Chicago

Analyzed high-volume linguistic data in effort to strengthen curriculum for elementary students.

- Managed data to streamline archives.
- Ran analyses on hypotheses to locate correlative patterns.
- Quantified qualitative data and updated data code for deeper analysis.
- Cleaned and restructured data.
- · Transformed and modernized analog data.

Contact

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Education

Master of Design Illinois Institute of Technology • Institute of Design

Urban Planning & Design Research Certificate Harvard University • Graduate School of Design

Bachelor of Arts in Philosophy & Psychology DePaul University • College of LA&S June 2009 Distinction in both majors

Service Work

826 CHI • Chicago, IL, US

Taught first- through eighth-grade students after-school curriculum with a heavy focus on writing and organizational skill development and academic and character goal-setting. **Demolition Team Lead** All Hands • Trishuli, Nepal

As part of the 2015 earthquake relief, our base was responsible for restabilizing multiple communities in rural Nepal

Activities

Social Activities Co-Chair **ID Student Activities Board**

Co-Chair **ID End of Year Show**

Skills

Prototyping

Adobe Sketch, Figma, XD Rhinoceros 3D Grasshopper Arduino

Web

IMTH JavaScript

Data

Visualizations Data minina Web scraping

Research Methods

Observation Cultural immersion Usability testing Surveys Interviews Analytics Field visits Systems thinking Data synthesis Quantitative analysis tools (Excel, SPSS, R)

Code

Python