

CHRISTINE WALTHALL

USER EXPERIENCE DESIGNER

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WORK

Independent

Los Angeles / NYC
Present

Freelance UX Designer

UX consulting for a variety of shops including The Working Assembly, Deutsch, Droga5, Havas, MRY, McKinsey, Duncan Channon, and at non-profits and start-ups.

General Assembly

New York City
02/14 - 05/14

UX Instructor

Taught a 12 week UX design course with introductions to user research, usability, information architecture, and interaction design.

Fantasy Interactive

New York City
02/13 - 09/13

Senior UX Designer

Conducted client workshops, gathered product requirements, and created wireframes. Launched Harvard Business School's first online learning platform.

R/GA

New York City
08/12 - 02/13

Experience Designer

Was part of the Nike team, with a focus on mobile. Launched Nike.com for mobile web and the award-winning Nike SB skateboarding app.

Venmo

New York City
02/12 - 08/12

UX & Product Designer

Lead UX and product design on all products including native apps, web app, and website. Worked closely with product engineers in a lean, agile environment.

Ogilvy & Mather

New York City
03/10 - 02/12

Interaction Designer

UX for global clients including IKEA, UPS, IBM, San Pellegrino, and Blackrock. Responsible for wireframes, sitemaps, userflows, and prototypes.

EDUCATION

University of Texas

Austin, TX
2001 - 2006

Music and Human Learning

Bachelor's degree in music, with teaching certification in music education.

RECOGNITION

One Show Interactive / Gold Pencil, User Experience
One Show Interactive / Gold Pencil, Mobile Applications
Webby Awards / Sports Handheld Devices
ANDY Awards / Silver, Mobile: Digital Design
D&AD / In Book, Digital Design: Apps
Cannes Lion / Bronze, Mobile Apps: Products
CLIO Sports Awards / Bronze, Digital/Social: Games
New York Festivals / First Prize, Digital: Interactive Applications: Mobile