



## Education

Art Center College of Design  
Bachelor of Science (product design 08/1998)

CooperU (01/2005)  
Interaction Design Practicum

Los Angeles User Experience MeetUp and Los Angeles IxDA  
Organizer (01/2007 - Present)

## Work Experience

### **Deutsch Inc.** (01/2012 – 06/2012) Contract

Senior User Experience Designer working on projects for Volkswagen and fresh&easy. Worked on the redesign of fresh&easy’s website and created a mobile site for their loyalty program. Project started with usability tests, improvement recommendations and final design given budget and technology constraints. Projects for VW included a parallax experience for desktop web, redesign of their mobile web site and staff app for iPad.

Research Analysis  
Remote Research  
Gorilla Research  
Client Presentations

### **Walt Disney Parks and Resorts Online** (07/2010 - 12/2011) Contract

Senior Information Architect position where I helped bring computer-aided benefits to the next evolution of the park experience. This massive effort required coordination across multiple remote design and tech teams. My UX role consisted of collaborating with business partners to visualize requirements as user flow diagrams, prototypes and wireframes with functional specs. Close collaboration with development and QA in Agile sprints helped insure design integrity.

BA Collaboration  
User Flow Diagrams  
Rapid Usability Tests  
Iterative Prototypes  
Wireframes  
Functional Specifications  
Strict Internal Standards  
Agile Work Flow

### **LRN** (02/2009 – 7/2010) Contract

Senior Product Designer in charge of a risk assessment and management product for an ethics, compliance and environmental knowledge company. I lead the business and technology team through the transition from an acquired concept to an enterprise application. The position involved heavy communication with the business team as well as on/offshore development.

Requirements Management  
Design Patterns  
Confluence  
Team Building

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[christian@yellowmobile.com](mailto:christian@yellowmobile.com)

**Walt Disney Parks and Resorts Online** (07/2008 - 11/2008) Contract  
Senior Information Architect position where I helped develop design patterns and a simple system for keeping track of requirements. I was also involved in advanced projects that explored new technologies.

**iRise** (08/2004 - 07/2008)

Interaction design position for a Windows based application. The application allows business analyst and interaction designers to build full fidelity prototypes of web apps without programming. My responsibilities included user research, detailed interaction design, usability testing, writing specifications and communicating ideas through development into testing.

Persona  
Scenario  
Contextual Inquiry  
Usability Test  
Prototyping  
Communications

**Creative Source, Inc.** (01/2001-08/2004)

Interaction design position at an advertising and interactive agency. My contributions spanned from logo designs, print, web sites and advanced ad customizing solutions. I was involved in initial client meetings to final presentations as well as working with development and printing shops.

Marketing  
Branding  
Visual Design  
Graphic Design  
Typography  
Print Process

**Universal Electronics Inc.** (01/1999-07/2000)

Product design position working with hard and soft interfaces. My key project was Mosaic, a touch screen remote control, for which I did the industrial and interaction design for. Special consideration was needed to fit physical keys close to the screen for a seamless integration. My tasks also included user flows, final GUI and usability testing.

Interface Design  
Plastics Design  
Rubber Keypad Design  
Manufacturing Process  
Wear Testing  
User Studies

**Computer Skills** (MacOS, Windows)

Adobe: Photoshop, Illustrator, Fireworks, Omniture

Prototyping: Axure, iRise

Wireframing: Visio, Omnigraffle

Project Life Cycle: Requirement Management and Bug Tracking Systems

**Specialized Training**

Interaction Design

Product Design

Graphic Design

Fluent Spanish