

Christopher Birmingham

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Education

Master of Science in Information Studies - *Spring 2021* The University of Texas at Austin
Focus in User Experience GPA: 4.00

Bachelor of Science in Computer Science - *Spring 2021*
Certificate in Digital Arts and Media

Relevant Coursework: Digital Graphics Communication, Usability, Human Computer Interaction, Quantifying User Experience

Skills

Software Experience

- Adobe Creative Suite, Axure, Sony Vegas, Balsamiq, Figma

Programming Languages

- Proficient in Java, JavaScript, C#, C++, and C
- Experience with Python, Haskell, x86 Assembly, and HTML

Experience

Mouser Electronics Summer, 2020

UX Design Intern

- Redesigned Mouser's internal style guide to improve usability across multiple audiences
- Lead interviews with end users to determine user needs and pain points
- Analyzed workflows and user interactions
- Developed prototype interfaces on paper and with Axure
- Conducted A/B testing with target groups
- Iterated on the previous design to create a focused, effective final product

Mouser Electronics Summer, 2019

Web Development Intern

- Utilized C# and HTML with the ASP.NET framework under an MVC architecture
- Collaborated with several development teams in meetings and on projects
- Presented findings on my projects and the company as a whole, enhancing my skills as a programmer and public speaker
- Collaborated with other teams in design and marketing to refine and implement new site features to help better integrate various modules with pre-existing systems

UX Research and Design Projects

Protect Texas Together App - Analyzed app interface based on heuristics and competitors to determine best path to accomplish client goals. Performed generative testing to give actionable feedback after redesign to perfect interface and encourage daily user interaction.

Mouser UI Component Wiki - Reworked the wiki UI with a combination of ethnographic study, heuristic analysis, and generative testing to better serve a broader range of personas.

WINE Mapping App Plugin - Ideation project involving identifying and developing a solution to a common problem, interviewing target users, generating personas, modeling tasks, developing low-fi and high-fi prototypes and using these to test with users to identify and solve pain points.