

Christopher Wong

UX Designer/Usability Expert

Contact Info

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Education

2016-2017

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

Masters in Human Centered
Computing

2012-2014

UNIVERSITY OF CENTRAL FLORIDA

Masters in Simulation and Training
Human Factors Focus

Experience

2019-PRESENT

NORTHROP GRUMMAN, USER EXPERIENCE SPECIALIST

Implemented plan for End-to-End UX design. Lead UX designer for projects. Duties included:

- Gathering Requirements from key stakeholders
- Building Axure Wireframes based on requirements
- User testing with end users
- Communicating findings and designs to multiple stakeholders
- Achieving design milestones while working in Agile workflow

2018-2019

NATIONAL CANCER INSTITUTE, USABILITY FELLOW

Created tools and led usability initiatives to make cancer research more accessible to the general public. Duties included:

- Doing User Research
- Building usability studies
- Usability Testing
- Building and Evaluating Prototypes
- Designing communications to inform the public about cancer research
- Redesigning Websites, newsletters, and icon sets

Skills

Design



Research



Usability



Programming



Data Analysis



Personal Skills

Project Management



Communication



Organization



Collaboration



Teamwork



2016-2017

**University of Maryland, Baltimore County
Graduate Assistant**

- Taught fundamentals of design to undergraduate students
- Co-ordinated research efforts with hospitals, universities, and startup companies
- Designed research studies that implemented Human-Centered Design methodology
- Conducted quantitative and qualitative data analysis

MAY 2017-
AUGUST 2017

Baltimore Electric Vehicle Initiative, UX Designer

- Conducted field research with experts in the field of renewable energy, including on-site visits and interviews with stakeholders
- Created prototypes of the website using Axure after assessing user needs
- Coded the website in HTML after getting feedback from the prototype

2012-2014

University of Central Florida RETRO labs, Human Factors Researcher

- Created guidelines for usability for designing mini-games
- Conducted usability analysis and created reports for simulation-based projects
- Collected Requirements of stakeholders based on multiple sources
- Wrote research papers based on usability and effectiveness of game-based training

JUNE 2012-
DECEMBER 2012

Algoy (startup), UX Designer

- Conducted usability analysis of website
- Re-designed the User Interface
- Created multiple wireframes and prototypes of the website in revision

Awards

- UMBC HCIS President (2017)
- CHI4Good UI/UX Designer (2016-2017)
- National Day for Civic Hacking leader (2014)