

# chris basham

User experience designer.  
Prototyper. Developer.

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## Skills

### DESIGN METHODS

- Affinity diagramming
- Card sorting
- Ideation
- Information architecture
- Personas & scenarios
- Usability testing

### RESEARCH METHODS

- Contextual inquiry
- Cultural probes
- Ethnography
- Focus groups
- Interviewing

### PROTOTYPING

- Arduino & Phidgets
- Experience, Interactive, Paper,  
Rapid & Video prototyping
- Storyboarding
- Wireframing

### LANGUAGES & FRAMEWORKS

- ActionScript 3, AIR,  
Cairngorm & Flex
- CSS, JavaScript, jQuery  
& XHTML
- MySQL & XML
- Objective-C & iOS
- PHP, CodeIgniter & WordPress
- Ruby & Sinatra

### TOOLS

- Adobe Creative Suite, iWork &  
OmniGraffle
- Git & Subversion

## Affiliations

- IxDA
- RefreshIndy

## Relevant experience

### CO-FOUNDER, SEPT. 2011 – PRESENT

BitHouse Design, Bloomington, Ind.

Collaborated with clients to design web and mobile products. Produced an online service for empowering coordinators, runners and spectators of long-distance races with real-time event results (<http://rundwn.com>).

### UX DESIGNER, JAN. 2011

Refresh Weekend, RefreshIndy, Indianapolis, Ind.

Designed and launched non-profit Indy-east Asset Development website within 48-hours, teamed with four other volunteers. Assessed client needs; analyzed and structured content; and paper prototyped wireframes.

### UX DESIGN INTERN, MAY – AUG. 2010

LexisNexis, Dayton, Ohio

Designed and iterated low- and high-fidelity interactive visualization prototypes to assist users researching with Lexis search products.

### MULTIMEDIA DEVELOPER INTERN, SEPT. 2008 – MAY 2009

Pervasive Technology Labs, IUPUI, Indianapolis, Ind.

Researched and developed motion, color and symbol tracking algorithms to explore the limits of video processing and analysis in ActionScript 3.

### WEB DEVELOPER INTERN, JAN. – MAY 2008

A Beautiful Question, Indianapolis, Ind.

Collaborated with out-of-state clients to develop WordPress themes and Adobe AIR applications.

## Education

### M.S. HUMAN-COMPUTER INTERACTION DESIGN, JUNE 2011

Indiana University, School of Informatics, Bloomington, Ind.

### B.S. MEDIA ARTS & SCIENCES (NEW MEDIA), MAY 2009

Indiana University (IUPUI), School of Informatics, Indianapolis, Ind.

Summa Cum Laude, General Honors, GPA 3.95/4.0

### MINOR COMPUTER & INFORMATION SCIENCE, MAY 2009

Purdue University (IUPUI), School of Science, Indianapolis, Ind.

## Other experience

### SPEAKER, APRIL – OCT. 2011

- Total Recall: An Experiment with Daily Sketch Diaries, Ignite Bloomington
- Desktop Prototyping: Interfacing JavaScript with Hardware, IndyJS
- MacGyver Prototyping, Midwest UX

### COURSE CO-DESIGNER, AUG. – DEC. 2010

Prototyping for Design, HCI/d, Indiana University