

# Chris Basham

Interaction designer & Front-end developer  
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## Experience

### UX Designer · Enterprise Student Services, Indiana University

October 2014 – Present · Bloomington, Indiana

Conducted user research; produced sketches, wireframes, and prototypes; and developed front-end production code for various Academic Advising products. Contributed to enterprise-wide design and front-end development standards. Trained coworkers regarding front-end development practices.

### Co-organizer · IxDA Bloomington

May 2013 – Present · Bloomington, Indiana

Organized twice-monthly topical and networking events for the local chapter of IxDA to facilitate and grow the Bloomington design community.

### Interaction Designer · Kuali Student

August 2013 – October 2014 · Bloomington, Indiana

Researched and established design and front-end development standards. Designed and developed proof-of-concept applications to explore experimental technologies and techniques. Facilitated collaboration among designers throughout the Kuali community.

### Interaction Designer · Enterprise Services, Indiana University

July 2012 – July 2013 · Bloomington, Indiana

Designed, wireframed, and prototyped web software to enhance the student experience with university information systems. Developed production-level front-end code. Refined front-end standards and practices.

### Co-founder · BitHouse Design

September 2011 – September 2012 · Bloomington, Indiana

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.

### UX Design Intern · LexisNexis

May – August 2010 · Dayton, Ohio

Designed and iterated low- and high-fidelity interactive visualization prototypes to assist users researching with Lexis search products. Co-invented a patent for visualizing the presence of search terms across a set of documents.

## Education

### M.S. Human-Computer Interaction Design · Indiana University

June 2011 · Bloomington, Indiana

### B.S. Media Arts & Sciences · Indiana University, IUPUI

May 2009 · Indianapolis, Indiana

### Minor Computer & Information Science · Purdue University, IUPUI

May 2009 · Indianapolis, Indiana

## Skills

### Practices

- Accessibility
- Contextual design
- Ethnography
- Graphic design
- Information architecture
- Mobile-first design
- Performance optimization
- Progressive enhancement
- Responsive design
- Usability

### Methods

- Affinity diagramming
- Card sorting
- Contextual inquiry
- Heuristic evaluation
- Interviewing
- Paper prototyping
- Usability testing
- Wireframing

### Tools

- HTML, CSS, and JavaScript
- Client-side libraries and frameworks (React, AngularJS)
- Server-side runtimes (Node.js)
- Task runners (gulp)
- Pre- and post-processors (Less.js)
- NoSQL databases (Firebase)
- Version control systems (Git)
- Visual design tools (Axure, Illustrator, InDesign, Photoshop, OmniGraffle)

## Other

### Speaker · Midwest UX

October 2014 · Indianapolis, Indiana

*Wayfinding on the Web*

### Artist · We Are City SUMMIT

August 2013 · Indianapolis, Indiana

Interactive installation: *Balloon Park*

### Speaker · Ignite Bloomington

October 2011 · Bloomington, Indiana

*Total Recall: An Experiment with Daily Sketch Diaries*

### Workshop Organizer · Midwest UX

April 2011 · Columbus, Ohio

*MacGyver Prototyping*