

CHRIS FISHER // UX DESIGNER & SENIOR INTERACTIVE PRODUCER

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ABOUT ME

My extensive background in Project Management brings strategic leadership that translates creative vision into intuitive user experiences. As a UX designer, I apply my knowledge of the full-stack development process to bridge gaps between design, product management, and development. That ensures cross-functional teams build products that elevate client success and create memorable user experiences. I will bring my extensive multi-role experience to a company that shares my values of productive collaboration and meaningful work.

Technical skills: Sketching/storyboarding · Research · Mapping · Presentations · User testing · User journeys
Wireframing/prototyping · Iterative design · Information architecture · Design systems · Service design · Figma
Product design · Product development · Systems design · Product Strategy · QA Testing · HTML · CSS · Agile

Soft skills: Problem-solving · Critical thinking · Empathy · Leadership · Communication · Collaboration · Live and virtual presentations · Adaptable/flexible Prioritizing · Conflict resolution

EXPERIENCE

Senior Interactive Producer // The1stMovement - Jun 2017 to Present

I continued to expand my research capabilities by learning and applying the Sprint Design discovery process. This process uncovers core requirements by asking 'Why?' in a series of hyper-focused workshops.

- Conduct research, discover trends, and create user journeys, wireframes, and sketches
- Lead cross-functional teams and stakeholders to determine requirements, sprint planning, and retros
- Craft questions for user surveys and usability testing; conducted testing when available

Interactive Producer // Emerge Interactive - Nov 2011 to Apr 2017

At Emerge, I learned the full-stack development process and how to strategically approach each phase of a project to research ideas, present results, and gain buy-in from stakeholders.

- Gained insight on how to effectively communicate ideas between design and development
- Created, organized, and maintained asset repositories and other project artifact platforms
- Explored systems design by way of mapping client resources and requirements

Quality Assurance Analyst // Emerge Interactive - Jan 2015 to Apr 2017

I established a formal QA department with executive buy-in when I identified a process gap. I gained a deep understanding of information architecture, site mapping, and design systems in this role.

- Provided active-state usability directions when none were provided in the technical specs
- Co-introduced Accessibility standards as part of the standard design/development process

Project Manager // CivicPlus - Sep 2008 to Nov 2011

CivicPlus introduced me to enterprise CMS platforms and templated designs. My core focus was leading municipal project teams through design, content, and platform training exercises.

- Prioritized ~50 concurrent projects while maintaining change logs and updating company artifacts
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EDUCATION

BA, Political Science // Kansas State University - May 2008