

Christopher Fleischmann



UX/UI Designer and Storyteller.

About

Seeking a full-time user experience and interface design job in a software development company, where I can work with a development team to create more user-friendly products.

Soft Skills

- | | |
|--------------------------|---------------------|
| Creativity | Flexibility |
| Problem Solving | Teamwork |
| Communication | Attention to detail |
| Cross-team Communication | Brainstorming |

Hard Skills

- | | |
|-----------------------|---------------|
| Figma/Sketch/Adobe XD | Java |
| Adobe Suite | Python |
| HTML/CSS/JavaScript | Flutter |
| jQuery | React/Angular |
| WCAG 2.2 | MVC .Net (C#) |

Education

- Rochester Institute of Technology (2021 - Current)
Houston Community College (2020 - 2021)
The University of Texas at Dallas (2017 - 2020)

Certifications & Awards

- Deans list (RIT) - 2021, 2022, 2023, 2024
Deans list (HCC) - 2020

Adobe Illustrator (ACA) 2020

Hobbies

- | | | | |
|-------------|-----------|--------|-----|
| Video Games | Brew Mead | Soccer | D&D |
| | | | |

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Experience

June 2022 - December 2022

UX/UI Designer Intern - Enel X

Worked on 5 customer-facing front-end design projects which included defining user journeys and features, conducting user studies, creating user storyboards and mock-ups, and gathered user feedback for agile product development. Worked in cross-functional teams to optimize product interfaces. Designed reusable components and templates, and contributed to developing company design system standards.

December 2019 - March 2020

Customer Service Representative - UT Dallas

Answered visitor questions regarding parking, campus, events, and tours. In charge of taking payment for on-campus parking and visitor passes

July 2016 - August 2016

Web Developer - Nclud LLC

Developed webpage for Carmel Partners including beta-testing, software defect detection and repair, and data entry.

May 2015 - August 2017

Web Developer - FIRST Robotics teams

Designed, developed and maintained web pages for robotics teams 5416 and 6488. Web pages evolved through different stages, each time experimenting with technical boundaries and user functionality.

Projects

Spring 2024

IOS Mobile Application - Academic/Personal

Designed and developed an IOS mobile app in Swift that took an API of D&D monsters and created a monster compendium that showed each monsters stats and allowed the user to easily favorite monsters for quick reference.

- Conducted preliminary competitor analysis
- Prototyped the initial design in Figma
- Programmed in Swift the application

Fall 2023

Prototype Development Project - Academic

Designed and developed "FitQuest", an app that aimed at creating an RPG game-like experience out of working out.

- Developed an initial concept statement for the project
- Conducted preliminary User Research to determine if the project was viable
- Designed and constructed various low fidelity prototypes and conducted user testing and analysis.
- Designed and constructed a high fidelity prototype and conducted user testing and analysis.