CHRISTOPHER VALDEZ

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Education

Master's in Human-Computer Interaction   Aug 2022 - May 2024

Indiana University Purdue University Indianapolis

Bachelor's in Informatics   Aug 2018 - May 2022

Indiana University Purdue University Indianapolis

- Awarded the LiFT Scholarship, funded by the National Science Foundation (Full Ride Academic Scholarship)

Skills

Research Methods: Literature Review, Usability Testing, Competitive Analysis, User Interviews, Surveys, A/B Testing, Field Visits, Observation, Think-aloud, Cognitive Walkthrough

Data Analysis: Affinity Mapping, Persona Development, Data Visualization, SUS Score Analysis

Designing: Storyboarding, Wireframing, Low- to High-Fidelity Prototypes

Tools: Adobe Creative Suite (XD, Illustrator, Photoshop), Figma

Languages: Fluent in English and Spanish

Experience

Gravity Drive   Aug 2023 - May 2024

UX Designer and Researcher

- Worked at Gravity Drive to design an integrated event management platform.
- Delivered process documentation to streamline workflows.
- Proposed a user-centered solution using iterative design and research.
- Developed a system with 80%+ user satisfaction, reducing client communication time by 50%
- Conducted site visits and interviews to identify industry pain points.

Spring Oath Help Institute   Aug 2020 - Dec 2020

Business Informatics Analyst

- Designed and conducted Qualtrics surveys to streamline sponsor outreach and engagement.
- Improved website accessibility and user experience through web development.
- Managed Google Ads and SEO campaigns to generate leads for HOA Zoom meetings.

Eli Lilly and Company   Aug 2014 - May 2018

Engineer - Packaging and Serialization

- Processed security access requests for timely and accurate system access.
- Coordinated industry site visits, offering employees insights into Eli Lilly's operations.
- Managed removable storage access records in SharePoint, ensuring policy compliance.
- Worked with Protect Lilly to assess access requests and mitigate security risks.

Projects

All-in-One Event Management Platform | Gravity Drive   Aug 2023 - May 2024

- Conducted user interviews with event organizers and venue managers, translating findings into user stories and design requirements.
- Created wireframes and UI variations, iterating based on feedback to improve usability and address stakeholder needs.
- Collaborated with three developers, ensuring smooth handoff of detailed design specs and acceptance criteria.
- Balanced the operational requirements of venues with the user experience, enabling faster event scheduling and booking processes.