



Christian Hansen

UX Designer

CONTACT

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WEBSITE

hansenux.com

EXPERTISE

Mobile App UX Design Mobile Web UX Design Device UX Design

PROFILE

A user experience designer with 20+ years of experience in developing compelling consumer, medical, and enterprise products. Specializing in the design of touch driven user experiences for mobile apps and embedded systems. A strategic thinker and effective leader, with a passion for design and learning, who brings together development teams to tackle complex and fast-paced projects. Adept at creating compelling UX design solutions which make powerful technologies easy and enjoyable to use. Seeking to join a team of creative professionals in the development of innovative and successful products.

EXPERIENCE

Senior Interaction Designer Kronos Inc.

April 2012 - Present

Conceptualizing and developing compelling user experiences for mobile and web app product offerings.

Senior User Experience Designer Bose Corporation

June 2008 - January 2012

Conducting design research of users and context of use. Conceptualizing, developing, and implementing innovative home entertainment systems. Developed the user experience design for the new SoundLink family of wireless audio systems. Lead user experience designer on multiple advance development projects. Currently leading the user experience design development for next generation audio system remote controls and mobile apps.

Principal Designer Chris Hansen Design

January 2007 - June 2008

Conceptualized and developed product design solutions for clients. Designed and developed business branding graphics and websites for clients.

Senior Designer Bayer Healthcare Formerly Ciba Corning Diagnostics, now Siemens Healthcare

November 1988 - December 2006

Conceptualized and developed innovative product hardware, software, and packaging design solutions for benchtop blood gas analyzer and mobile glucometer products. Worked with the Marketing Group to define design requirements for next generation point-of-care blood analyzer systems. Participated in the planning and conducting of customer research focus groups. Pioneered the formation of the in-house Software User Interface Design Group within the larger Corporate Design Group. Planned and conducted usability testing of new product hardware and software. Lead the in-house User Interface Design Group. Supervised multiple direct reports.

Designer Spectrum Boston

September 1986 - November 1988

Conceptualized, developed, and implemented innovative product hardware and packaging solution designs. Designed product packaging and point of sale displays for Woods Wire Corporation.

EDUCATION

University of Cincinnati College of Design, Architecture, Art, and Planning Class of 1986

Bachelors of Science in Design

TOOLKIT

Design Research	UX Screen/Page Comp Development	Omnigraffle
User Persona Development	UX Paper Prototyping	Microsoft Visio
Contextual Analysis	UI Digital Prototyping	Adobe Fireworks
Task Flow Analysis	Usability Testing	Adobe Illustrator
Information Architecture Development	UX Design Style Guide Development	Adobe Photoshop
Use Case Development	UX Design Specification Development	Apple Keynote
UX Screen/Page Wireframe Development	Digital Asset Production	Microsoft PowerPoint
UX Visual Design Development	Icon Design	Adobe InDesign

ASSOCIATIONS

Industrial Designers Society of America
Design Interest Group Massachusetts
Design Museum Boston

PORTFOLIO

Available on hansenux.com website and upon request.

REFERENCES

Available upon request.