

CHRISTOPHER BURKETT

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GRAPHIC USER INTERFACE (GUI) DESIGNER

Dynamic professional with a keen ability to design interactive user interfaces in the fast paced Internet and software development industries. Applies creativity and innovation, integrating expertise in usability research, human-computer interaction, and graphic design to solve diverse GUI design issues. Exceptional sense of aesthetic and attention to detail. Adept at team collaboration and solution brainstorming. *Core competencies include:*

Usability Engineering | Interface Solutions & Design | Web & Multimedia UI Design | Project Management | Graphic Design | Team Leadership & Collaboration | HTML; DHTML; JavaScript | HomeSite; Dreamweaver; FrontPage | PhotoShop; Paint Shop Pro; Illustrator; Java; SQL

CAREER EXPERIENCE

MILLENNIUM VENTURES, Pensacola, FL, 1999 – Present

GUI WEB DESIGNER

Oversee all phases of graphic user interface design projects for various clients requiring interactive, transactional e-commerce sites. Evaluate client needs and develop specifications; coordinate and implement projects from initial conceptual design through coding, final execution, and client approval.

- Direct conceptual, strategic, and tactical creation of robust, integrated GUI website and web application solutions using HTML, DHTML, and JavaScript.
- Drove six technically complex, large scale projects from start to delivery in less than eight months.
- Design and optimize original site graphics and navigational elements, which have been acclaimed by clients for accurately reflecting marketing messages while clearly and logically guiding site users.
- Perform usability testing and synthesize data into concrete GUI design proposals. Present design ideas using flowcharts, prototypes, and mock-ups. Played a key role in closing contracts valued at \$5+M.
- Spearhead and coordinate a cross-functional team while maintaining a goal-oriented environment and facilitating boundary questioning and creative thinking.

SPENGLER SOFTWARE CORPORATION, New York, NY, 1990 – 1999

Lead Usability Engineer, Internet Products

Coordinated usability research and partnered in design of user interface screens for high profile websites and internet applications. Challenged with research and design issues involving electronic transaction processing, web productivity, utility, and consumers' expectations.

- Defined users' cognitive framework and expectations by applying formative research methodologies such as participatory design and cluster analysis.
- Critically assessed quality of interaction and usability of design alternatives with iterative design and usability evaluation of low-fidelity prototypes.
- Initiated focus groups, design reviews, surveys, and site visits to identify needs and user expectations. Devised strategies and tactics that leveraged research contact as sales and marketing opportunities.

EDUCATION

B.F.A, Communications Design – University of Illinois, Chicago (1989)
A.S., Computer Science – University of Maryland, College Park (1985)

Additional Training: Project Management; Graphic Design Principles; HTML Design; Usability Research Methodologies; and Team Building