CHRIS WALKER

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Experience

Product Experience Designer at CVS Health
May 2023–Present in New York, NY (Remote)

- Designing for the Analytics & Behavior Change team on an end-to-end consumer outreach platform used to deliver enriched, personalized, optimized, and orchestrated interventions

Product Designer at HouseCanary
September 2019–January 2023 in San Francisco, CA (Remote)

- Design lead using holistic design to distill complex data and customer requirements into engaging and intuitive mobile and desktop products for ComeHome and HouseCanary Solutions
- Acted as lead designer, owner, and subject matter expert conceptualizing, maintaining, and improving a no-code SaaS tool used to white-label ComeHome within the experiences of three major national retail banking and financial institutions
- Proven track record of problem-solving and storytelling with iterative and end-to-end design in an agile environment—in addition to designing, I would create proposals, define product strategy and goals, conduct competitive research, and write requirements; I also coordinated cross-departmentally to set goals and ensure cross-platform continuity and teamwork
- Led a team of five fellow designers in creating, managing, maintaining, and contributing to multiple design libraries
- Collaborated cross-functionally with product management, frontend and backend developers, and QA to innovate and improve SaaS solutions and digital products leveraging MLS records and proprietary APIs to formulate accurate and trusted home valuations recognized nationwide

Graphic Designer at Motive
June–September 2019 in Denver, CO (On-site)

- Concepting and proposing ad campaigns, designing email newsletters, compiling pitch decks for brands including Pepsi, Lays, True Food Kitchen, and Beers To That

Experience Designer at Well
May–June 2019 (By-project) in Chapel Hill, NC (By Project)

- Leveraged personas, journeys, and best practices to craft core UX flows, interaction designs, and screens for the launch of MVP mobile application

Skills

Product design, human-centered design (HCI)
User interface design (UI, GUI)
Interactive design, user experience (UX)
Visual communication, digital design
Usability research, user testing
Prototyping wireframes, mockups
Ideation, brainstorming, discovery
Design thinking, design reviews
User flows, journey mapping, workflows
SaaS, CMS, enterprise solutions
Responsive web design (desktop, mobile)
Iterative design cycles, sprints, agile/scrum
Design systems/libraries, atomic design
Application design, native apps, iOS, Android
D2C, B2B, B2B2C
Product strategy, competitive research
Micro animation, motion design, GIFs
Accessiblility web standards

Tools

Figma, Figjam
Lucidchart, Miro
UserZoom, Hotjar, Heap
Sketch, Abstract
InVision, Principle
Creative Cloud (Adobe CC)
Photoshop, Illustrator, InDesign, Acrobat, XD
Jira, Confluence, Marker.io, Rally
MacOS, Zoom, Slack, Teams
Wordpress

Languages

HTML, CSS, Javascript, APIs (conversant)
Portuguese (fluent)

Education

Metropolitan State University of Denver
Bachelor of Fine Arts Communication Design, Industrial Design minor