

# CHRIS GONZALEZ { INTERACTION DESIGNER }

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## PROFILE

I am a Senior Interaction Designer with 7+ years of experience, seeking an influential role with a fantastic company. I am an avid problem-solver with experience across a wide range of technologies, bringing rapid ideation to the forefront of the design process. I am just as comfortable working in production front-end code for CNN.com as I am leading training sessions in data visualization and prototyping at Turner Broadcasting. I excel in cross-functional teams, fostering communication and understanding to build elegant and exceptional products.

## EXPERIENCE

### TURNER BROADCASTING SYSTEMS, INC

JUL 2011 - PRESENT

SENIOR INTERACTION DESIGNER - CNN.COM JAN 2015 - PRESENT

- Interaction Designer and Front-End Developer for <http://cnn.com/election>. Work with engineering,, visual design, and product teams to evolve a component-based design system for all election results from primaries through the general election.
- Work across business, product, design, development, and analytics groups to improve CNN.com usability, design, and performance.
- Consult with tech leads and architects on front-end development best practices and semantics.

EXPERT → SENIOR INTERACTION DESIGNER JUL 2011 - JAN 2015

- Lead designer on a production team responsible for marketing and application development for Turner brands including PGA, NCAA, NBA, CNN, and HLN.
- Lead Interaction Designer and front-end developer on award-winning 2014 PGA Championship SmartTV application.
- Defined design role on a team of developers and architects- consistently improving team processes, communication, and product delivery.

### GEORGIA INSTITUTE OF TECHNOLOGY

AUG 2010 - MAY 2011

RESEARCHER - EVERYDAY COMPUTING LAB

- Designed, prototyped and developed a visualization platform for people with Type 1 and 2 diabetes to gain data-based feedback and insights from fellow Diabetics.

TEACHING ASSISTANT

- Over two semesters, provided instruction in visual design, web design, and 3D immersive applications as well as creative direction to 30 Masters students with varying technical backgrounds.

### FREELANCE

AUG 2007 - JAN 2012

DIGITAL PRODUCER

- Jack-of-many trades digital services including web, audio production and video post-production for clients including Drumma Boy, GWCC, and CI Marketing.

### SCREEN FIVE MEDIA

AUG 2007 - FEB 2009

MULTIMEDIA DEVELOPER

- Managed a six person production team of designers and developers creating interactive Flash applications for a range of clients including Coca Cola, Walmart, and DirecTV.

## TOOLS

### THE USUAL

- Pen + Paper
- Code Editor + Browser
- Node/NPM
- GIT
- Illustrator/Sketch

### THE OCCASIONAL

- Wireframes
- Linux Servers
- NGINX
- AfterEffects
- Flash
- ProTools
- Arduino/Raspberry Pi

## CODE

### THE USUAL

- HTML
- CSS
- JavaScript
- Node.js
- MongoDB
- Analytics Software

### THE OCCASIONAL

- Python
- ActionScript
- PHP
- Java
- Ruby

## EDUCATION

### Georgia Institute of Technology

Master of Science  
Human-Computer Interaction  
2009-2011

### Savannah College of Art & Design

Bachelor of Fine Arts  
Sound Design  
2004-2007