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Christopher Wypyski

EDUCATION

Suny Oswego, Oswego New York – *Masters Human Computer Interaction (HCI)*

August 2018 – March 2022, Oswego NY

Relevant coursework: Software Design, Human Factors, HCI Methods 1 Design & Evaluation

Suny Oswego, Oswego New York – *Bachelors of Art Cognitive Science*

August 2014 – May 2018, Oswego NY

Relevant coursework: Semiotics & Study of Meaning, Research Methods in Psychology, Analysis of Psychological Data

EXPERIENCE

Duy Tan University, Da Nang Vietnam – *Interface Designer (internship)*

June 2019 – August 2019

- Conducted cognitive walkthrough on AnatomyNow software to find & understand user pain points
- Created new interface using insights gained from cognitive walkthrough and user feedback
- Conducted A/B testing on old & new interface and found that the redesigned scored 19 points higher on System Usability Scale (SUS)

Suny Oswego, Oswego New York – *Student Designer*

August 2019 – December 2019

- Worked in an Agile Environment as part of a team of HCI and Computer Science students to develop an application that gave statistical data about personal email
- Conducted user testing with prototype of the application for user research purposes

CERTIFICATES

Google UX Design Certificate – Coursera

June 2022 – December 2022

- Study and practice the different parts of the UX process by completing 3 different design projects using what was learned
- Created new designs from starting from scratch to paper wireframes and built up to high fidelity prototypes
- Conducted user testing to observe and study how people interacted with project prototypes. Conducted user interviews to further understand how participant's experience with the prototypes
- Projects can be found at: <https://www.christopherwypyski.com/>

Remote Pilot – FAA Remote Pilot certified

June 2023

- Passed the Unmanned Aircraft General - Small (UAG) and obtained a Remote Pilot certificate
- Able to fly drone for commercial use under Part 107 regulations

PUBLICATIONS

No Longer Stuck (IST) in Two Dimensions: Evaluating Augmented Reality Art Experiences

Journal of Arts & Humanities May 26, 2022

<https://www.theartsjournal.org/index.php/site/article/view/2263>

- Conducted a study to explore the effects of adding Augment Reality (AR) animations to paintings and how it could affect engagement with artwork
- Found evidence that AR elements improved Museum Experience Scale scores in regards to Engagement, Knowledge/Learning, & Emotional Connection
- Results from Study were Published in Journal of Arts & Humanities:

SKILLS

Prototyping with Figma & Adobe XD, Creating User Personas, Conducting User Research, A/B Testing, Usability testing, Wireframing, Visual Design, Writing