

NCR

Lead / Sr. UX Designer

Responsible for the entire user experience from wireframes and ideation with product all the way to low- and high-fidelity prototypes for creating new features and products. Designed and evaluated architecture and flow for new and existing features, and ran design reviews to evaluate technical and design feasibility with a variety of design and non-design stakeholders across the organization. Designed B2B and B2C products as a sole designer and as part of a team.

Elavon

UX Designer

Collaborated with product owners, developers, and other stakeholders to create enterprise web-based SaaS products. Conducted qualitative research with questionnaires and semi-structured interviews and quantitative research with task analysis and surveys. Made recommendations based on results to ensure the success of the user experience.

GVU Center

Graduate Research Assistant

Designed and produced posters, videos, animations, wall hangings, and other materials alone or in collaboration with stakeholders using industry standard technologies and methods, in addition to any ad hoc tasks and requests.

Coca-Cola

UX Intern

Conceptualized and implemented social media performance data metrics visualizations, websites, and produced and animated short educational videos about various technologies. Provided input on information architecture and feasibility of an internal web-based system.

BitPay

Design/Development Intern

Developed transactional-type features in NodeJS, and designed and implement web interfaces, all from scratch or from partially-complete code. Answered calls and emails from customers, potential errors and bugs, and maintaining the company's relationships with them. Designed materials for motion, print, web, and installation.

Wireframing and prototyping, high/low fidelity
User research, qualitative and quantitative
Formal and informal user testing
Card sorts, info architecture, flow diagrams
Web design and technologies
Automated data analytics
Proficiency in Spanish and Italian
Agile workflow

April 2019 -
August 2025

May 2016 -
Dec 2018

Sept 2010 -
May 2016

June 2015 -
Aug 2015

Summer 2013,
Summer 2014

Skills

Chris
Ernst

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About Me

Senior UX and Product Designer with 9+ years of experience designing enterprise software, restaurant technology, inventory management systems, and omnichannel service experiences. Proven track record leading end-to-end product design across discovery, systems thinking, interaction design, prototyping, information architecture, and cross-functional execution.

Education

Georgia Tech - MS (2016)
Human-Computer Interaction

Georgia Tech - MS (2014)
Music Technology

Georgia Tech - BS (2011)
Computational Media (Music)
(Honors)

Tools

Figma, Figma Make
Sketch
Copilot AI
Adobe suite
UserTesting.com
Mixpanel, FullStory
HTML, CSS, JS
(+frameworks)