

Christopher Horn

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Summary

Dynamic problem solver with a keen strategic eye and entrepreneurial spirit. Broad experience successfully applying technology to meet the needs of government, non-profit, military, and commercial organizations. Curious, with a desire to serve human needs through practical solutions. Seeking to join a tightly knit team working to improve the state of the art and/or social good.

Education

Carnegie Mellon University
30 units toward Master of
Human-Computer Interaction
4.13 / 4.00 GPA

Brown University
Bachelor of Arts in Economics
2001

Recent

Interaction Designer

MAYA Design
MAY 2007 - PRESENT

- Design products and services, with a focus on complex, information-rich systems
- Sole interaction designer for web-based logistics tool that enabled client to earn the only Army 2008 Secretary of Defense Performance Based Logistics Award
 - Kiosk design saved client \$300k and won 'Best in Show' at KioskCom Expo
 - Have successfully managed \$30k to \$550k+ projects
 - Active in business development and proposal writing; have helped win \$600k+
 - Practices include study design, contextual inquiry, think-aloud testing, wireframing

Co-Founder

Bring!, Inc.
JAN 2006 - NOV 2008

- Worked all aspects of service creation while bootstrapping the company
- Wrote patent, designed logo, wrote & recorded phone tree, wrote backend code
 - Built internal collaborative infrastructure to allow the team to work
 - Co-designed internal policies and helped grow service to 16,000+ subscribers

Past

Independent Research

Carnegie Mellon University
OCT 2006 - JUN 2007

- Performed review of dynamic decision making/time perception literature
- Designed and coded subject task (Java game) and conducted experimental sessions

Consultant

Arcadia Solutions, LLC
SEP 2005 - JUN 2006

- Successfully managed client relationship with a \$3.5 billion software firm while supporting a commissions payment system built over the prior two years
- Led a team developing new sales compensation optimization business tools

Research Assistant, Research Programmer

RAND Corporation
JUN 2001 - AUG 2005

- Developed agent-based simulation models of military C4ISR systems
- Identified need and built a grid computing system that spanned the CA and VA offices; performance allowed simulation models to be developed in at least half the time as before
- Wrote report sections describing model, modeling approach, and findings
- Devised survey instrument for senior military personnel that yielded high response rate
- Gave presentation on grids and RAND's Condor grid to ~50 programmers
- Assisted developing and writing biometrics policy recommendations
- Statistically analyzed a large volume of survey data in Stata and Excel

Skills

Human-centered design
Project management
Research (including M&S)
Business systems analysis

Experimental design
Physical & digital prototyping
Human-computer interaction
Creative & strategic thinking

Tools

Microsoft Office	SQL	(X)HTML/CSS
OmniGraffle	Perl	LAMP/PHP
Adobe Illustrator	Stata	Java
Subversion/CVS		
Bugzilla/Fogbugz	GNU/Linux	
Paper & pencil	Mac OS 9 & 10	
Many others	Windows NT/2000/XP	