

Christopher O. Perry

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PROFESSIONAL SUMMARY

AI Experience Designer and Senior UI/UX Designer with 8+ years spanning software engineering, product design, and XR design. Systems thinker with deep expertise in designing end-to-end experiences for agentic AI platforms, enterprise web applications, and XR/AR interface. Proven ability to translate complex AI behaviors — agent plans, tool outputs, execution states — into intuitive, human-centered interfaces. Led design systems, mentored junior designers, and collaborated cross-functionally with engineering and product teams to ship polished, scalable products.

CORE COMPETENCIES

Agentic AI UX Design • Human-AI Interaction Design • Systems Thinking • Design Systems • End-to-End Product Design • Dashboard & Data Visualization • Workflow & Approval Flow Design • User Research & Usability Testing • XR Design • Wireframing & Prototyping • Cross-functional Collaboration • Design Leadership • Information Architecture • Context Architecture • Prompt Design

TECHNICAL SKILLS

Design Tools: Figma, Claude Design, Adobe Creative Suite, Remotion

Development: LangChain, LangGraph, Python, HTML, Tailwind, Svelte, CSS, JavaScript, Typescript, React, C#, ASP.NET, PL/SQL, Webflow, Github

XR & 3D: Unity (C#), OpenXR, ARKit, ARCore, AR Foundation, Autodesk Maya, Blender

AI & Emerging Tech: Cursor, Claude Code, n8n, Codex

Productivity & Process: JIRA, Agile/Scrum, Agent Workflow Orchestration, Microsoft 365

WORK EXPERIENCE

Senior Technical UI/UX Designer

Balanced Media Inc. | Austin, TX (Remote) | September 2022 – April 2026

- Own end-to-end UX and UI design for HEWMEN, an agentic AI platform, including dashboard interfaces, workflow builders, approval flows, data visualization, and onboarding experiences.
- Translate abstract agentic AI concepts — agent plans, execution steps, tool outputs, and rollback states — into interface patterns that non-technical users can confidently navigate.
- Build and maintain a scalable design system used consistently across platform features and customer-facing products, reducing design inconsistency and accelerating engineering implementation.
- Conduct user research, usability testing, and iterative design reviews to ground product decisions in real user needs before engineering begins.
- Collaborate closely with engineering to ensure design intent is faithfully implemented across frontend and cloud-delivered surfaces.
- Support customer solution design by contributing UX thinking to demos, proposals, and tailored product experiences.
- Guide junior designers and front-end engineers while establishing design standards, critique processes, and workflow practices across the team.
- Designed responsive admin dashboard web applications across desktop and tablet viewports, applying information architecture principles to reduce cognitive load in complex data entry flows.
- Produce detailed Figma exports of style guides, design systems, and final prototypes with precise measurements for accurate developer handoff.

UI/UX Design Analyst

Information Systems of Florida (ISF) | Austin, TX (Remote) | June 2021 – May 2022

- Created wireframes, user flows, process flows, storyboards, and site maps for government and enterprise web applications.
- Executed visual design from concept through final engineer handoff, maintaining quality and consistency across the full product lifecycle.
- Performed rapid prototyping in Figma and HTML/CSS, translating concepts into testable experiences quickly.
- Promoted best design practices across a multi-designer team, driving cohesion across projects.
- Conducted user research and synthesized feedback to inform iterative design improvements.

UI Technical Artist (Self-Employed)

Independent / Freelance | Austin, TX | June 2019 – March 2020

- Designed and shipped two sacred geometry-inspired iOS apps to the Apple App Store: Glyph Tunc (clock) and Glyph Calcu (calculator), handling full design, Unity development, and App Store delivery.
- Developed augmented reality applications using Unity, AR Foundation, ARKit, and ARCore for iOS and Android.
- Built creative UI animations and shader/material systems within Unity using C# scripting and VFX techniques.
- Produced 3D art assets with Autodesk Maya and Blender, managing full FBX pipeline integration into Unity.

Technical Curriculum Designer / UX Researcher

Coforma (coforma.io) | Washington, D.C. (Hybrid) | February 2019 – May 2019

- Consultant for the Indian Health Service (IHS) and the United States Digital Service (USDS) on Health Information Technology (HIT) modernization initiatives.
- Collaborated with UX designers, database engineers, and network engineers on federal system redesign proposals.
- Developed hands-on technical training exercises across beginner, intermediate, and expert levels for Army trainers.

Software Design Engineer

IntelliTrans | Atlanta, GA | April 2018 – October 2018

- Front-end development in the .NET/C# environment with dynamic PL/SQL back-end integration for enterprise logistics software.
- Contributed to Agile development sprints tracked in JIRA, delivering iterative feature improvements.

.NET / C# Software Engineer

Velociteach | Atlanta, GA | May 2016 – April 2018

- Developed and debugged .NET-based web forms and maintained stored procedures within SQL databases.
- Delivered feature work and bug fixes across a learning management platform serving project management professionals.

EDUCATION

Bachelor of Science — Information Systems

Kennesaw State University | Kennesaw, Georgia

Spring 2013