

Walker C. Mueller

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PROFESSIONAL SUMMARY

UX Designer with a BA in Information Science focused on Human-Centered Technologies, with 3 years of hands-on experience across academic, independent, and internship-based projects.

EDUCATION

Michigan State University, East Lansing, MI
B.A Information Science

Graduated: December 2025
East Lansing, MI

Concentration in Human-Centered Technologies

Relevant coursework: Design and Layout, Interactive Prototyping, Evaluating Human-Centered Technology, IT Network Management and Security, Web Development.

SKILLS

- UX Design: Figma, Wireframing, Prototyping, Usability Testing, User Research, Storyboarding, Accessibility Design, Design Systems
- Programming: HTML, CSS, JavaScript, SQL, Git/Github
- Tools: Visual Studio Code, Adobe CC, Notion, Miro, Microsoft 365 (Word, Excel, PowerPoint, Teams)
- Soft Skills: Collaboration, Communication, Analytical Thinking, Time Management, Empathy, Problem-Solving

EXPERIENCE

MSU Center for Community and Economic Development

August 2025 - December 2025

UX Design Intern

East Lansing, MI

- Designing and testing a public health and climate justice app that visualizes connections between consumer behavior, community health, and environmental impact.
- Collaborating with researchers to define user needs and create a minimum viable product through iterative prototyping and usability testing.
- Developing interactive prototypes using Figma, Sketch, and Adobe Creative Cloud, emphasizing accessibility and intuitive design.
- Integrating user-feedback and participatory engagement methods to form design solutions that support civic engagement and policy awareness.

Star Quest (Design Sprint)

March 2025

UX / Product Designer

East Lansing, MI

- Designed and prototyped a gamified mobile app concept focused on goal-setting and habit formation within a constrained design sprint environment.
- Led UX design for a task-based reward system allowing users to set daily and weekly goals and earn in-game currency through completion.
- Created user flows and interactive prototypes focused on motivation, habit formation, and sustained engagement.

Project Iron Fist - Competitive Gaming Community App

November 2024 - February 2025

- Led end-to-end UX design for a mobile app supporting tournament discovery for the fighting game community, from research through high-fidelity prototyping.
- Used competitive-analysis to evaluate the potential strengths and weaknesses for the app.
- Created wireframes, user flows, and high-fidelity prototypes focused on accessibility and streamlined event discovery
- Conducted user research and feedback analysis to identify needs such as event distance, registration clarity, and community engagement.
- Applied UX principles to improve user retention and reduce friction in the event search and participation process.

Shoe Issue Service – Help Desk Ticketing System

December 2023 - April 2024

- Designed and developed a help desk ticketing system with a focus on usability, workflow clarity, and issue prioritization for end users.
- Implemented features for logging issues, setting priority levels, and dynamically updating ticket status to enhance workflow transparency.
- Improved data protection by preventing unauthorized email modifications and ensuring message integrity.
- Developed responsive CSS for cross-platform compatibility, optimizing usability for desktop and smartphone devices.