

Charlie Mueller

UX/UI Designer | User Research, Interaction Design, Digital Media

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Summary

UX/UI Designer specializing in User Research and Interaction Design within Digital Media. Over 2+ years of experience creating user-centered digital experiences through research, prototyping, and cross-functional collaboration. I help teams balance user engagement with technical constraints, improving engagement by over 50% through iterative design (Figma, Adobe Suite, UX Research).

Education & Certificates

Google UX Design Professional Certification

06/2026 – Present

University of Wisconsin - Stout

09/2021 – 05/2025

B.F.A. Game Design & Development - Art (3.5 GPA, graduated with honors)

(Menomonie, WI)

Work Experience

Digital Media Instructor - Camp Createability

09/2025 – Present

Nonprofit creative training studio with 20+ employees

(Madison, WI)

- Designed personalized digital media curriculum for 12+ students with diverse learning needs, iterating lesson plans based on creative goals and real-time feedback.
- Conducted user research (surveys, observations) to iterate on class structure, improving student engagement by 50%.

Lead UI + Level Designer - Treble Thieves

09/2024 – 05/2025

Capstone game design project - multiplayer indie game with 13+ developers

(Menomonie, WI)

- Designed and implemented 30+ UI and level assets for Treble Thieves, balancing player experience with technical constraints.
- Collaborated with the audio team to refine sound effects and music tracks, ensuring alignment with player experience goals.
- Led design ideation sessions with a 13-person team, presenting gameplay mechanics and UI concepts in Agile sprints.
- More about the project can be viewed here: <https://treblethieves.wixsite.com/website>.

Skills

Design Tools: Figma, Adobe Creative Suite (Photoshop, Illustrator, etc.), CSS, HTML

UX Methods: UX Research, Wireframing, Usability Testing, IA, Journey Mapping, Agile Sprints,

Visual: UI Design, Prototyping, Interaction Design, Design Systems, Graphic Design