Alexandra Riggs

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PORTFOLIO AND WORK
www.ariggs.net

PHONE
(914) 588-4793

SKILL AREAS

UX/UI Design
Interaction Design
User Research
Strategy
Information Architecture
UX Mentorship
Prototyping
Digital Media
Game Design

SKILLS

UX Design:
Adobe Suite
Sketch
InVision
Principle
Keynote

Coding:
CSS
HTML
Javascript
Framer

Game Design:
Twine
2D Animation
Unity

New Media / Art:
3D Printing
Arduino
Casting
Printmaking

Languages:
Portuguese

EDUCATION

University of California Santa Cruz, Santa Cruz, CA (2015)
Master of Fine Arts, Digital Arts and New Media; Playable Media Focus

Cornell University, Ithaca, NY (2013)
Bachelor of Fine Arts; Minor in Information Science

PROJECT EXPERIENCE

UX Design - Bellflight.com Redesign
  Led the strategy and redesign for an aircraft company website, managing UX and Visual Design teams to promote innovation and product discovery

UX Design and Strategy - Change Healthcare Digital Ecosystem
  Led a strategic discovery project that reimagined the digital experience for Change Healthcare products, solutions and customer experiences

UX Design - Citi Ventures
  Collaboratively and iteratively worked with Citi Ventures incubator teams to design, prototype, and user test financial apps for Citibank customers

UX Design - American Bar Association Replatform
  Led the redesign and development of the American Bar Association website, spanning ecommerce, membership subscription, publishing, and marketing

UX Design - Quest Diagnostics Healthcare Practitioner Portal
  Crafted designs, service blueprints, and experience maps in order to develop a healthcare web app focused on ordering medical tests

UX Design, Prototyping, and Testing - WWE Mobile App
  Designed, prototyped, user tested, and documented a personalized video app experience for a sports-media client

WORK EXPERIENCE

Senior Experience Designer, *Fantasy Interactive,* New York, NY (2018 - present)
  Leading strategic discovery, research, and design phases across multiple discplines and verticals for digital products and ecosystems.

UX Designer, *Code and Theory,* New York, NY (2015 - present)
  Designing and developing strategies for digital products, conducting user research and user testing, mapping I/A and taxonomy, and rapid prototyping

Associate UX Designer, *Code and Theory,* New York, NY (Summer 2014)
  Executing on key UX deliverables: wireframes, presentations, and prototypes for client pitches and projects

Teaching Assistant, *UC Santa Cruz,* Santa Cruz, CA (2013 - 2015)
  Issues in Digital Media: Teaching HTML/CSS and rapid prototyping to students.
  Video Games as Visual Culture: Lecturing on video game theory and design.

ACTIVITIES AND AWARDS

Mentor for Hexagon Women in UX Mentorship Program, New York, NY (2019)
Curated for Boston Festival of Independent Games, Boston, MA (2018 - 2019)
Featured in Computer Art Congress 4, Rio de Janeiro, Brazil (2015)
Featured in Different Games Arcade, Brooklyn, NY (2014)