Alexandra Riggs

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PORTFOLIO AND WORK
www.ariggs.net

PHONE
(914) 588-4793

SKILL AREAS

UX/UI Design
Interaction Design
Information Architecture
Rapid Prototyping
Digital Media
Game Design
Interactive Fiction

SKILLS

UX Design:
Adobe Photoshop
Adobe In Design
Adobe Illustrator
InVision
Principle
Sketch

Coding:
CSS
HTML
Java
Javascript
Processing

Game Design:
Twine
Unity
Animation
Maya

New Media / Art:
3D Printing
Arduino
Casting
Photography

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 - Healthcare Practitioner Portal
Creating experience maps, flows, and designs for a healthcare web app focused on ordering medical tests

UX Design, Prototyping, and Testing - Sports Media Video App
Designing, prototyping, and user testing a fully personalized video app experience for a sports-media client

UX Design and Development - *We Arrived // Chegamos*
Designing and prototyping a story-telling platform that uses the structure of language learning software (*ariggs.net/language-story*)

Web Design and Development - *Birth of Stars Theater Production*
Creating a website to act as a virtual archive of *Birth of Stars*, a theater production combining live performance and astrophysics (*birthofstars.ucsc.edu*)

UX Design and Development - *It Had to Be With You*
Designing and implementing an interactive poem in jquery (*ariggs.net/sentence*)

Interaction Design for Physical Interface -*Handle With Care*
Building an alternative controller interface (*ariggs.net/projects/handle_with_care*)

National Science Foundation Computational Sustainability Team
Creating graphics and designing for sustainability-themed video games

WORK EXPERIENCE

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

Video Game Design Instructor, *COSMOS*, Santa Cruz, CA (2015)
Teaching video game design as part of the California State Summer School for Mathematics and Science

UX Design Intern, *Code and Theory*, New York, NY (Summer 2014)
Creating user flows, wireframes, and presentation decks for clients and brands

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.

Archives Assistant, *MTA Bridges & Tunnels Archives*, New York, NY (Summer 2013)
Archiving, digitizing, and organizing historical records of MTA Bridges & Tunnels

GRANTS AND AWARDS

Florence French Fellowship Fund for Art (2015)
Featured in Computer Art Congress 4, Rio de Janeiro, Brazil (2014)
Featured in Different Games Arcade, Brooklyn, NY (2014)
University of California Institute for Research in the Arts Mini-Grant (2013)
NSF Computational Sustainability Grant for Game Development (2012)