Allie Teixeira Riggs

Design Researcher and Product Designer

PORTFOLIO
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RESEARCH AREAS

Design Research
Interaction Design
Queer HCI
Design Mentorship
Critical Making
Interactive Narrative
Critical Archives Scholarship
Online Communities
Queer Theory
Queer Media Studies

SKILLS

Product Design
Figma
Sketch
InVision
Zeplin
Miro
Principle
Adobe Suite
Keynote

Programming
HTML / CSS
Javascript
Python
Processing
Arduino
Twine

Languages:
English
Portuguese

EDUCATION

Georgia Institute of Technology, Atlanta, GA (2021 - present)
PhD, Digital Media

University of California Santa Cruz, Santa Cruz, CA (2013 - 2015)
Master of Fine Arts, Digital Arts and New Media; Playable Media Focus

Cornell University, Ithaca, NY (2009 - 2013)
Bachelor of Fine Arts; Minor in Information Science

INDUSTRY EXPERIENCE

Experience Director (Contract), *Fantasy Interactive,* New York, NY (2022)
   Directing research, product strategy and experience concepting for a design visioning project.

Experience Lead, *Fantasy Interactive,* New York, NY (2019 - 2021)
   Leading UX design and managing client relationships for digital accounts. Directing strategy, research, and design phases for digital products and ecosystems.

Senior Experience Designer, *Fantasy Interactive,* New York, NY (2018 - 2019)
   Crafting experiences, delivering strategic insights, and leading workshops for a variety of digital accounts and products.

UX Designer, *Code and Theory,* New York, NY (2015 - 2018)
   Designing and developing strategies for digital products, conducting user research, mapping information architecture and taxonomy, and rapid prototyping.

WORK SAMPLES

Product Vision, Strategy, and Design - **Microsoft 365**
   Led the strategic visioning, client workshopping, prototyping, and experience design of the Microsoft 365 suite website.

User Research, Product Strategy, and Design - **Change Healthcare**
   Led the user research, strategy, concepting, design, and testing for a re-design of the Change Healthcare website.

UX Design Concept - **National Museum of African American History & Culture**
   Led the design concept for a digital imagining of the Slavery & Freedom collection of the NMAAHC, conceiving of an immersive narrative experience that would encourage education and visitor engagement.

TEACHING AND MENTORSHIP

Instructor of Record, *Introduction to Media Studies,* Georgia Tech (2022 - 2023)
   Teaching undergraduate students to analyze media technologies according to their design, social context, and cultural impact.

Graduate Instructor, *Principles of Interaction Design,* Georgia Tech (2022 - 2023)
   Leading an interaction design class, conducting graduate student portfolio review sessions, and discussing industry careers in Interaction and UX Design.

Mentor for Hexagon Womxn in UX Mentorship Program, New York, NY (2019)
   Leading a mentorship course on UX fundamentals for womxn entering the field.

Mentor for Cornell Information Science Design Incubator, New York, NY (2019)
   Leading career mentorship sessions for aspiring designers in a graduate program.