

# Allie Teixeira Riggs

## Design Researcher and Product Designer

### PORTFOLIO

[www.ariggs.net](http://www.ariggs.net)

### LINKEDIN

[www.linkedin.com/in/atriggs](http://www.linkedin.com/in/atriggs)

### EMAILS

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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), **Toyota Global**, TOKYO, JAPAN (2024)

Directing product strategy and designing vision concepts for Arene OS: Toyota's Software Defined Vehicle Operating System.

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 Strategy and Experience Design - **Woven by Toyota**

Directed product strategy and UX for Woven by Toyota's Arene OS: a suite of software defined vehicle platforms, including a marketing site, developer portal, and engineering tools.

Product Vision, Strategy, and Experience Design - **Microsoft 365**

Led the strategic visioning, client workshoping, 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.

### MENTORSHIP AND PROFESSIONAL DEVELOPMENT

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 Cornell Information Science Design Incubator, NEW YORK, NY (2019)

Leading career mentorship sessions for aspiring designers in a graduate program.

Facilitating Design Thinking Workshop, BROOKLYN, NY (2019)

Certificate in facilitating design thinking at Cooper Professional Education.