

# Wiley Wiggins

## Professional Summary

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User Experience Designer and Frontend Developer with 15+ years of experience creating intuitive digital interfaces across enterprise, consumer, and creative applications. Proven track record of leading end-to-end UX processes from wireframing to implementation for major clients including AT&T, Hilton Hotels, and Dell. Background in creative technology and interaction design brings unique perspective to complex UX challenges.

## Education

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### M.F.A. in Design Media Arts

*Design Media Arts Master of Fine Arts Program*

*Thesis: "Grotto: Videogame Modes and Visionary Architecture"*

*Focus on interactive digital environments and game design*

*University of California, Los Angeles*

*September 2020 - June 2023*

### B.A. in Design Media Arts

*Design Media Arts Bachelor's degree program*

*Magna Cum Laude*

*Capstone project: "Obelisk" (digital game and generated book)*

*University of California, Los Angeles*

*September 2019 - June 2020*

### A.A.S. in Game Development

*2D Animation Specialization*

*Focus on 2D animation techniques and interactive media development*

*Austin Community College*

*Jan 2017 - May 2019*

## Professional Experience

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### University of Texas at Austin

*Lecturer*

*2023 - 2024*

*Austin, TX*

- Lead instructor for Prototyping (AET-333), teaching rapid ideation and iterative design methodologies
- Developed curriculum focused on weekly game prototyping cycles
- Guide students through user-centered design principles in Design and Interactivity (AET-319)
- Foster collaborative design thinking through group critiques and feedback sessions

### Independent UX Consultant

*Freelance Design and Development*

*2016 - 2021*

*Austin, TX*

### Finji Games (2023)

- Redesigned and developed finji.co, implementing responsive design
- Led iterative design process with stakeholders using Jekyll and SCSS
- Maintained brand consistency while expanding site functionality

### Vidvox (2016-2021)

- Designed and implemented interactive interface for OSCQuery network configuration tool
- Created modular, responsive widget system for real-time network interface

### Howdy/Talkabot (2016)

- Developed frontend for conference website and marketing materials
- Contributed to conversational interfaces for chatbot platform

### AT&T WiFi Services

*Senior UX Designer*

*2007 - 2012*

*Austin, TX*

- Led user experience design for WiFi connection interfaces across major corporate clients including Hilton Hotels, FedEx, McDonalds
- Conducted user testing sessions in AT&T's dedicated testing facilities
- Implemented iterative design improvements based on user feedback
- Designed internal tools focusing on operational efficiency and workflow optimization

**New Iron**

*2012 - 2014*

*User Experience Engineer*

*Austin, TX*

- Led end-to-end UX process for enterprise web applications
- Created and tested user flows for TAVHealth, Reachforce, and Dunn&Bradstreet
- Implemented responsive frontend solutions using HTML5, CSS3, and JavaScript
- Conducted user testing sessions and iteratively refined designs

**Projekt202**

*2014*

*UI Developer*

*Austin, TX*

- Developed frontend components for Dell enterprise portal web application
- Implemented responsive design patterns and maintained consistent UI standards

**Apple**

*2003 - 2006*

*Pro Applications Support Specialist*

*Austin, TX*

- Provided expert-level technical support for professional creative applications
- Earned multiple AppleCare Excellence awards for outstanding customer service
- Maintained certifications across all Apple professional applications
- Contributed insights leading to product documentation improvements

***Technical Skills***

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**UX/Design Tools**

Figma, Sketch, Balsamiq, Adobe XD, UserTesting, Wireframing

**Frontend Development**

HTML5, CSS3/SCSS, JavaScript, Jekyll, Responsive Design, Git

**Design Systems**

Component Libraries, Style Guide Development, Pattern Documentation

**Methodologies**

Agile Development, User Testing, Iterative Design, User Research

**Additional Software**

Adobe Creative Suite, VSCode, Unity, Blender