

Wiley Wiggins

Professional Summary

Graphic and Interaction Designer 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 Dunn&Bradstreet.

Education

M.F.A. in Design Media Arts *University of California, Los Angeles*
Design Media Arts Master of Fine Arts Program *September 2020 - June 2023*
Thesis: "Grotto: Videogame Modes and Visionary Architecture"
Focus on interactive digital environments and game design

B.A. in Design Media Arts *University of California, Los Angeles*
Design Media Arts Bachelor's degree program *September 2019 - June 2020*
Magna Cum Laude
Capstone project: "Obelisk" (digital game and generated book)

A.A.S. in Game Development *Austin Community College*
2D Animation Specialization *Jan 2017 - May 2019*
Focus on 2D animation techniques and interactive media development

Professional Experience

University of Texas at Austin *2023 - 2024*
Lecturer *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 *2016 - 2021*
Freelance Design and Development *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)

- 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 *2007 - 2012*
Senior UX Designer *Austin, TX*

- Led user experience design for WiFi connection interfaces across major corporate clients including Hilton Hotels, Starbucks, 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

User Experience Engineer

2012 - 2014

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

UI Developer

2014

Austin, TX

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

Apple

Pro Applications Support Specialist

2003 - 2006

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

UX/Design Tools	Figma, Sketch, Balsamiq, Adobe XD, UserTesting, Wireframing
Frontend Development	HTML5, CSS3/SCSS, JavaScript, Jekyll/Liquid, Responsive Design, Git, Basic database management
Design Systems	Component Libraries, Style Guide Development, Pattern Documentation
Methodologies	Agile Development, User Testing, Iterative Design, User Research
Additional Software	Adobe Creative Suite, Apple Pro Applications, VSCode, Unity, Blender