Andrew Wiggin

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nyc based design engineer
excited by design systems,
motion design and accessibility

Experience

Meta · Frontend Engineer Intern
August 2022 – Present
- Championed an initiative to create a cross-platform design system component library.
- Designed a cross-platform onboarding flow for native and web (mobile and desktop).
- Developed multifaceted components that are now used on Instagram and Oculus.
- Led a group of 10 people (including engineers and UX and content designers) to create a post-onboarding educational experience in response to quantitative research data.

Google · UX Engineer Intern
May 2022 – August 2022
- Drove the creation of a new UI for a prominent Google Store page.
- Ran A/B tests and monitored production usage while conducting a staggered release of the new UI across many locales.
- Created a precedent for testing RPCs and data-driven views by mocking DTOs that is now used across Google Store during the development, QA and release process.
- Designed and implemented animations utilizing both JavaScript and CSS to ensure consistent performance across browsers.
- Engineered sustainable "plug n' play" templates to allow for scalability while the trade-in process is reworked across many locales, each with their own unique features and restrictions.
- Implemented server-side actions responsible for interacting with other servers and converting various sources of data to suit the needs of the new UI.
- Improved the continuity of the trade-in experience that is involved in over 30% of Google Store phone sales.

Datadog · Software Engineer Intern, Frontend
January 2022 – April 2022
- Wrote user stories and use cases, created detailed user flows, and and prototyped iterative designs.
- Redesigned the Datadog Notebooks viewing and editing user flow through a process of proposals, prototypes and interviews.
- Drove the creation of an exhaustive component-based UI Kit for the Notebooks platform in Figma including over 50 individual elements and 10 lo-fi wireframes.

Skills

Frontend Engineering
JavaScript · WebAssembly · TypeScript · NextJS · HTML · CSS · Sass · React · Redux · React Query · jQuery · ARIA · CSS and JavaScript animation

Other Technologies
Java · NodeJS · Git · RPCs · AWS (S3, DynamoDB) · MongoDB

Design
Figma · Adobe CC (Illustrator, After Effects) · Motion Design · User Interface Design · Interaction Design · Accessible Design · Prototyping · Wireframing · Typography · Usability Testing · A/B Testing

Education

College Coursework
Data Structures and Algorithms · Web Development · Object Oriented Design · Web Animation · Accessible Web Design · Interaction Design · Typography · User Experience Design Process · User Experience Research Methods · Usability Testing · Diary Studies

CSS for JavaScript Developers
Josh Comeau

Three.js Journey
Bruno Simon

Experience (continued)

Smartsheet · Software Development Engineer

June 2021 – December 2021

- Designed and engineered a user-facing homepage using Typescript, React, and CSS that reduced task completion time by 75%. Available at dynamicview.smartsheet.com.
- Validated the efficacy of the new homepage user experience by using RUM and A/B testing, revealing that users made an average of 50% less clicks to reach their destination.
- Standardized a Controller-Service-Repository pattern in NestJS to centralize data-logic while storing tabular user data in both DynamoDB (NoSQL) and AWS RDS (PostgreSQL) which allowed for a more maintainable API across many distributed applications in the Smartsheet ecosystem.
- Developed a user-friendly image renderer using (custom made and animated) SVG loaders while maintaining responsiveness. These loaders were animated purely in SVG to prevent FOUT and increase browser compatability.
- Implemented efficient file-rendering methods that facilitated low-latency thumbnail generation for large PDF files.

WWU NEAT Lab · Undergraduate Researcher

March 2021 – December 2021

- Led an asynchronous and remotely-conducted diary study study alongside Dr. Moushumi Sharmin and Dr. Shameem Ahmed's NEAT Lab (Next-generation Effective Affective Technology) to determine the environmental and emotional triggers that caused an 11% increase in e-cigarette usage over the past 5 years.
- Designed and developed a mobile application (see VapeAware) to collect e-cigarette usage data from over 20 WWU students between eighteen and twenty-four years old.
- Conducted a usability study of the logging application to verify the ease of use while conducting the study.

VapeAware · wiggin.link/vapeaware

Published alongside 2021 study

- Drove the development of a mobile application used for recording data in a diary study.
- Stored sensitive PII using Keychain (iOS) and Keystore (Android) and uploaded non-identifiable usage data to Firebase twice daily.
- Incorporated self-reported logging alongside daily surveys and reminders.
- Employed React Native, NodeJS, and Firebase to create a cross-platform mobile application.

Physicians Group Laboratories · Software Engineer

October 2020 – June 2021

- Facilitated and wrote the migration from MongoDB to AWS DynamoDB and S3 using full-stack methods that provided secure photo and user data storage at scale with little downtime.
- Designed RUM event logging to monitor interaction and allow developers to create a more user-friendly platform.

enumer8 · wiggin.link/enumer8

Originally published in 2018

- An early NodeJS package created to bring the functionality of Swift enumerations to JavaScript.