Andrew Wiggin

wiggin.dev · andrew@wiggin.dev

brooklyn based design engineer passionate about design systems, motion design and accessibility

Experience

Meta · Frontend Engineer Intern
August 2022 – November 2022
- Championed an initiative to create a cross-platform design system component library that is now used on Instagram and Meta Quest VR.
- Designed a cross-platform onboarding flow for native and web.
- Conducted UX research interviews to understand the needs of guardians using supervision across Instagram and Meta Quest VR.
- Used quantitative research results to design an educational onboarding flow that highlighted previously undiscoverable features.

Google · UX Engineer Intern
May 2022 – August 2022
- 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.
- Implemented server-side actions responsible for interacting with other Google servers and converting various sources of data to suit the needs of the Google Store UI.
- Improved the continuity of the trade-in experience that is involved in over 30% of Google phone sales by redesigning the cognitive flow.

Datadog · Software Engineer Intern
January 2022 – April 2022
- Wrote user stories and use cases, created detailed user flows, 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.

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 UX by using RUM data and A/B tests, revealing a 50% reduction in clicks to destination.

Skills

Frontend Engineering
JavaScript · TypeScript · Next.js · WebAssembly (AssemblyScript, Rust) · HTML · Accessible Design Patterns · CSS · Three.js · Sass · React · Redux · React Query · Performant Web Animation (JavaScript, Lottie, CSS)

Other Technologies
Java · Python · NodeJS · Git · RPC · GraphQL · AWS DynamoDB, S3 · MongoDB · Firebase

Design
Figma · Adobe Illustrator, After Effects, Animate · Motion Design · Design Systems · Color Theory · User Interface Design · Interaction Design · Accessible Design · Prototyping · Wire-framing · Responsive Design · Typography · Usability Testing · A/B Testing

Education

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