

Andrew Wiggin

wiggin.dev · andrew@wiggin.dev

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

Experience

Mellon Foundation · Design Engineer

March 2023 – Present

- Responsible for digital design direction under Mellon's redesigned brand platform (mellon.org).
- Led engineering and design discussions in conversation with editorial staff.
- Designed and engineered interactive expressions of editorial that push digital boundaries while upholding core brand principles. Explore one example at mellon.org/grant-story/great-wall-of-la.

Meta · Frontend Engineer Intern

August 2022 – November 2022

- Designed an educative onboarding flow for native and web.
- Proposed a cross-platform component library that is now used on Instagram and Meta Quest VR.
- Conducted UX interviews to understand the needs of guardians using parental supervision on Instagram.

Google · UX Engineer Intern

May 2022 – August 2022

- Improved the continuity of the trade-in experience that is involved in over 30% of Google phone sales by redesigning the cognitive flow.
- 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.

Datadog · Software Engineer Intern

January 2022 – April 2022

- Redesigned the Datadog Notebooks viewing and editing user flow.
- Designed iconography representing content suggested throughout the Datadog platform.
- Created a composable UI kit for the Notebooks platform in Figma.

Smartsheet · Software Development Engineer

June 2021 – December 2021

- Designed and engineered a homepage that rendered an innumerable number of rows using virtualized data.
- Validated the efficacy of new UX flows 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)

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

Other Technologies

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

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

