Accessibility focus order annotator: it automates a lot of the (very manual) design process for annotating for accessibility purposes

Multiplayer ALWAYS <3 it's super functional, but there's always something so funny and delightful about seeing your coworker's cursor hovering next to you as you're working...

I realized pretty late in the game that I wanted to study Computer Science while at college (Brown University). After I picked that up, I realized that while my interests were in tech, I found an interdisciplinary approach to design to be much more enjoyable than pure development / software engineering.

I asked people odd questions (i.e. what lies were you told as a child?) to prompt them to tell me stories about their lives; after getting their responses, I illustrated their stories and turned them into an art-dev website using layering and parallax: http://tiffanyc.me/storiesbook/

I'm most proud of this because it's what really started getting me excited about combining my technical and creative sides!

I listen to music that I wouldn't normally listen to -- something with different sounds, effects, and styles to inspire my auditory senses... and perhaps, by osmosis, my creativity?

Designer: John Porter is a coworker of mine; he's doing amazing work in accessible game design and input systems by day, and he's finishing up his PhD in the University of Washington's HCDE program by night. He also gives me the best TV show recommendations, so I'm biased.

Company: B corporations as a principle are super interesting to me. :) Basically, every decision that a B corp certified company makes has to factor in the impact that the decision will have on its workers, customers, suppliers, and the environment. Some famous B corps include Ben&Jerry's, Kickstarter, Patagonia, etc.

What you're interested in doesn't have to be what you're good at -- and neither of those things have to / should be what people expect of you.

I'd love to see increased accessibility in the design space – not just greater awareness of what it means to make products and experiences that are inclusive to all, but also decreased barriers to entry for people who want to become designers; I think we’re making great progress on the latter front now that so many resources are posted online, but tools like Figma that are both simple AND powerful are the things that I think will exponentially accelerate this progress!

Sort of similar to my answer above – I see the design community starting to index more heavily on streamlining and simplifying our design processes; I’m excited to see how this process changes for the better in 5 years.

I LOVE helping other people start their own non-traditional design journey! Even at Microsoft, I’d say that the majority of designers came from some sort of design or art background; so it’s always very exciting to me when someone reaches out asking how they can become a designer when they’re currently in a psychology / anthropology / international relations / computer science role. I think the design community will always need more of that diversity in perspectives, knowledge, and experience.

I’d also like to think that I’m part of the group that can contribute to an interdisciplinary design approach. Since my background is in Computer Science, my evaluation and implementation of designs tend to sit on the cusp of feasibility and novelty.

Multiple reasons:

1. The new plugin system and Figma APIs have been a breeze to use – so in building for the Figma community, I spend much more time on making things rather than debugging / trying to get stuff set up.
2. There’ve been a lot of features that I wish existed in the design tools that we use; Figma makes it easy to advocate for myself by MAKING things, rather than asking for them ☺
3. The community is super supportive and fun!