Christian Briggs
Senior Digital Product Designer

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Lots of experience, one goal:
Create great products through
Full-Stack Digital Product Design.

August 2022 - present
Senior Product Designer / hc1
Helped to create hc1's customer-centric, design-first product approach.
- Developed UI/UX direction
- Managed design system
- Full-stack design from user research to developer handoff

Researched, designed and shipped the following products:
- hc1 Workforce Optimization lab staffing management platform
- DecisionRx pharmacogenetic optimization platform
- 3Aware Post Market Clinical Follow-up platform

August 2020 - August 2022
Senior Product Designer + Design Educator / Interaction Design Foundation
Created and improved product features from concept to deployment in agile and CI/CD environment. High volume external platform (~2m uniques/mo) and complex internal applications.

Created design education, e.g., a Journey Mapping course in Nov. 2021 with 6,500+ enrollments in 6 months. Provided live instruction to design bootcamp students and hosted live Master Classes.

March 2018 - July 2020
Lead UX Designer / RideAmigos
Lead UX research and design efforts and develop front-end software (MEAN stack) in a test-driven, CI/CD agile environment.

2014-2017
Product Designer / Choir
Strategy, UX research/design for an angel-funded platform and process to scale digital-age skills.

2006-2009
Product Designer / BigTreeTop
Strategy, UX research/design for an angel-funded startup for small businesses customer co-creation.

2004-2005
UX Designer / Palladium
UX research/design of analytics apps for Wal-Mart, Biogen and Ahold Global.

2009-2017
Ph.D. Human-Computer Interaction / Indiana University
Researched digital company dynamics, taught media theory to 1k+ students.

2005-2008
M.S. Human-Computer Interaction / Indiana University
Formal training to sharpen existing UX skills.

about

17+ years experience combining UX Research, Design and Code to produce practical answers to tough design questions.

200+
hrs user interviews

1994
wrote first html

10k+
hrs designing products

1000+
students taught

ux skills

mixed-method research
qualitative + qualitative research
generative + evaluative research
network analysis
user interviewing
video production + post production
wireframing and prototyping
HTML/CSS/JavaScript
sketching
design systems
design education

general skills

teaching and mentoring
all forms of writing
software development
business strategy
documentation
speaking + facilitation
sketching + illustration
curriculum development

data & tools

MySQL, Postgres, Neo4j
Python, JavaScript, Angular, Vue
Docker, Vagrant, Git, Bash, VSCode,
Adobe Suite, Sketch, Figma, Zeplin,
Abstract