

Michael Rigney

Product Design

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Tools • Sketch, Figma, Adobe XD, Photoshop, Illustrator, Principle, Invision, Webflow, HTML, CSS, JS

Education

University of Michigan, 3.75 GPA

Class of 2020

- Bachelor of Science in Information, School of Information • Concentration in User Experience Design
- Minor in Asian Languages, College of LSA

Experience

UX Design Intern, Tableau

May-Aug 2019

- Designed a feature for Tableau Mobile and Tableau Server, tools that help users visualize and understand their data [NDA]
- Created a moodboard to leverage users' existing mental models for how the feature works in other products [NDA]
- Conducted customer interviews to develop an understanding of the behaviors, desires, and needs of our target users [NDA]
- Collaborated with feature teams to ensure the design would complement users' various jobs-to-be-done [NDA]
- Shared interactive prototypes with other team members to refine the feature concepts into a high-fidelity stage [NDA]

Researcher, Empathic Research Team

Jan 2019-Current

- Working with a research team exploring how a behavioral management tool can help students with special needs prepare to transition to a regular education classroom
- Completed a literature review and a competitive analysis to validate our approach and solidify the current shortcomings of transitioning
- Interviewed special education teachers and child psychologists to complement our literature review and inform our ideation of a solution

Design Intern, Rookie Road

Jun-Dec 2018

- Conducted a heuristic evaluation of Rookie Road, a sports educational website, for the Chief Product Officer, who used the analysis to delegate projects for several other team members
- Led the redesign of their website - created wireframes, mockups, and interactive prototypes
- Created a branding guide to promote consistency and clarity in the graphic designers' work

Co-Director, Shift Creator Space

Jan 2017-Current

- Co-lead a 30 member creator space, hosting skill-building workshops, technology-focused speaker events, and community gatherings
- Mentor 8 creators during a weekly standup to promote self-reflection and accelerate the development of their projects
- Work closely with industry experienced individuals to provide a tight-knit network built around creators' interests

Projects

Chance, Concept

Aug 2019

- Designed a mobile dating app, Chance, that connects users to people that genuinely share their interests and values
- Affinity diagrammed the data from an anonymous survey that garnered over 50 responses to solidify the pain points in dating apps

Larky, Heuristic Evaluation

Feb 2018

- Conducted a heuristic evaluation of Larky, a mobile shopping application that sends you local discounts and perks from your memberships and loyalty programs
- Discovered 31 usability issues and presented my findings along with recommendations to Larky's executive team