

Christian Briggs

Senior Digital Product Designer

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Senior Product Designer with an HCI Ph.D. and 20+ years of experience building complex digital platforms and scaling zero-to-one products into high-value solutions for people and their businesses.

August 2022 - present

Senior Product Designer / 3Aware

Architected End-to-End Solutions: Owned complex features from the ground up—defining data structures, infrastructure requirements, and pipeline steps to ensure seamless alignment with user flows and business objectives.

Scaled Zero-to-One Growth: Served as founding designer, leading strategy and execution to scale the company from zero to +\$1M ARR while embedding a user-first, outcome-based design culture across teams.

Delivered Deep-Tech AI Innovations: Spearheaded research and product development to bring AI-assisted analysis of Real World Evidence (RWE) to top-tier MedTech customers.

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** for a 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

Led 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

Led strategy, UX research/design for an angel-funded startup for small businesses.

2004-2005

UX Designer / Palladium

Conducted UX research/design of analytics apps for Wal-Mart, Biogen and Ahold Global.

2009-2017

Ph.D. Human-Computer Interaction / Indiana University

Researched digital org dynamics, taught media theory 1k+ students.

2005-2008

M.S. Human-Computer Interaction / Indiana University

Formal training to sharpen existing UX skills.

200+

hrs user interviews

1994

wrote first html

10k+

hrs designing products

1000+

students taught

Product Strategy & Design Leadership

Product Strategy
AI/ML Strategy
Design Systems
Wireframing & Prototyping
Design Education & Curriculum Development
Business Strategy
Teaching, Mentoring, Facilitation
HIPAA, SOCII, HiTrust

UX & User Research

Mixed-Method Research
Qualitative & Quantitative Research
Generative & Evaluative Research
User Interviewing
Network Analysis

Full-Stack Engineering & Architecture

AI/ML Ops
Python
JavaScript, HTML/CSS
Angular, Vue
Data Structures & Pipelines
MySQL
Postgres
Neo4j

Tools & Workflow

Agile & Scrum
CI/CD
Figma, Sketch, Adobe Suite
Zeplin
Docker, Git, Bash
VSCode, JetBrains
Jira/Confluence