

LeAnne Wagner leannemwagner@gmail.com  
leannewagner.com  
917.445.6003

**education** Parsons the New School for Design; New York City, NY  
MFA Design and Technology

University of Cincinnati; Cincinnati, OH  
College of Design, Architecture, Art, and Planning  
BS Graphic Design; Minor Certificate Marketing

**professional  
experience** Interaction Design and Consulting  
July 2012 - present.

I specialize in up-front strategic thinking and research, user experience and interface design, game design, and identity development. Many of my clients are tech start-ups and non-profits who are looking for a partner with a full suite of capabilities. Client list upon request.

Adjust Creative  
Chicago, IL; adjustcreative.com  
July 2014 - Present.

Founding partner, User Experience Director: The core of our design practice utilizes lean strategies that emphasize user-centered design principles culminating in a variety of deliverables, ranging from User Experience artifacts to User Interface design and highly interactive, front-end design and development for devices of many sizes and platforms.

Knovation  
Cincinnati, OH; knovationlearning.com  
January 2013 - March 2014. Contract

UX/UI director: Knovation creates technology and content for K-12 classrooms. I was brought on their team to lead the user experience and interface design of a new software product that focused on content creation and student engagement. Through research and on-site testing I worked directly with the agile development team and product management directors to define and design the user experience and growth strategy.

Hyperquake  
Cincinnati, OH; hyperquake.com  
November 2010 - July 2012; Full time

Senior interaction designer: Hyperquake is a small design strategy and branding firm who specializes in brand innovation and category conceptualization. I worked with the strategy team to create work grounded in ethnographic research methods and exploratory design innovation. As senior designer my responsibilities varied widely from print, digital, and installation design to research, art direction, and regular client presentations.

POSSIBLE  
Cincinnati, OH; possibleworldwide.com  
November 2009 - November 2010; Full time

Experience media lead: POSSIBLE is a global digital marketing agency. As the experience media lead I was a creative generalist and internal consultant for projects with high levels of interactive experience and digital complexity. I typically worked with a creative team to conceptualize and pitch concepts, then with the development team to help execute and translate design.

professional  
experience  
(cont.) Vera List Center for Art and Politics  
New York, NY; [www.newschool.edu/vlc](http://www.newschool.edu/vlc)  
December 2008-present. Freelance.

Graphic designer: The VLC is dedicated to serving as a catalyst for the discourse on the role of the arts in society and their relationship to the sociopolitical climate in which they are created. Create murals, posters, and collateral for events.

Eric Mower and Associates  
Charlotte, NC; [mower.com](http://mower.com)  
January 2006 - July 2007; Full time

Graphic designer: Eric Mower is a marketing communications agency with multiple offices on the east coast. My primary responsibilities included the concept, design and execution of TV, print, and radio ads. We worked in traditional designer/copywriter teams, working directly with clients and presenting work internally and externally.

research  
experience Digital Youth Network  
DePaul University, Chicago, IL  
January 2015 - Present

Experience Design Architect: DYN is a project that supports organizations, educators and researchers in learning best practices to help develop our youths' technical, creative, and analytical skills. My primary focus is on the Digital Divas effort, which strives to foster STEM skills in girls through non-traditional learning pathways, employing a blended learning environment and mentor lead workshops.

Urban Game Design as a Tool for Creativity, Collaboration, and Learning Among Youth  
New York, NY; Cincinnati, OH  
September 2010 - 2014

Primary investigator: Urban Game Design is a National Science Foundation funded research project under their Creative IT initiative. The purpose of the study is to better understand the potential of new media for fostering creativity among youth. Through iterative game design youth participants learn new ways to link media to physical locations via mobile technologies. I am one of two primary investigators in the three-year study. My responsibilities include the authoring of curriculum, facilitating workshops, data analysis, and prototyping iPhone apps. This project is sponsored by Social Science Research Council.

PETLab  
New York, NY; [petlab.parsons.edu](http://petlab.parsons.edu)  
October 2007 - August 2009

Research assistant: PETLab (Prototyping, Evaluation, Teaching and Learning Lab) is a MacArthur funded research initiative that develops games and play experiences that encourage alternative learning spaces. The research is primarily focused on the development of digital learning tools and games that explore social issues and the integration of emerging technology. My research was focused on the creation of urban games, mobile technology and situated learning with topics ranging from activism to the national debt.

Wakatta!  
New York, NY; wakatta.parsons.edu  
December 2008 – August 2009

**Research assistant:** Wakatta! is a MacArthur funded research project jointly led by the Social Science Research Council and Parsons, which leverages research and design as a process to assist civic and youth development organizations in New York City. My scope of research was centered on the collaborative design process and iPhone application development.

Parsons Center for Mobile Creativity  
New York, NY; mobile.parsons.edu

**Fellow:** Mobile media design studio supporting student interest and exploration in creativity and mobility through mobile device software.

teaching  
experience

DePaul University  
Chicago, IL; depaul.edu/  
2014 – 2015; College of Computing and Digital Media

Intro to Human Computer Interactions  
Fundamentals of Game Design

University of Cincinnati  
Cincinnati, OH; daap.uc.edu  
2012 – 2013; Adjunct faculty, Design Architecture Art and Planning (DAAP)

Digital Design Seminar: Iterative Game Design

Art Academy of Cincinnati  
Cincinnati, OH; artacademy.edu  
2013; Adjunct faculty, Visual Communications

Design Systems, Investigation and Application

Northern Kentucky University  
Highland Heights, KY; art.nku.edu  
2012 – 2013; Adjunct faculty, Visual Communications

Interactive Design for Visual Communications

Parsons The New School for Design  
New York, NY; parsons.edu  
2007 – 2009; Part-time faculty

Parsons International Design Collaboration Studio. Beijing and Shanghai, China  
Institute of Play: Mobile Quest Summer Camp  
MFA Design and Technology Bootcamp

Baruch College  
Fine Arts Department; New York, NY  
2008 – 2009; Adjunct faculty, Department of Fine Arts

Graphic Design & Photography Concept & Theory  
Principles of Internet Design

**community involvement** Chicago Museum of Contemporary Art  
2015 - Docent

Chicago Design Museum  
2014 - Event Chair

AIGA Chicago  
2014 - Design for Good Committee Chair

AIGA Cincinnati  
2011-2013 - Co-president  
2009-2010 - Programming Committee Chair

WordPlay  
2013 - Volunteer and workshop leader

Cincinnati Contemporary Arts Center  
2009-2013 - Scripps Docent

CoreChange  
2011-2013 - Workshop facilitator

**speaking engagements** IBM World IA Day; Chicago, IL; 2015  
Games, Learning, and Society; Madison, WI; June 2009, 2011, 2013  
Good Design for Cities; Cincinnati, OH; May 2012  
Nokia Mega Conference; Beijing, China; June 2009  
Parsons Design and Technology Thesis Symposium; New York, NY; May 2009  
Bank Street Teachers College; New York, NY; April 2009  
Cumulus Conference Saint-Etienne; Saint-Etienne, France; November 2008  
Meaningful Play Conference; East Lansing, MI; October 2008

**publications** "Design Through Play: A Case-Study for How the Iterative Game Design Process Promotes Learning." Wagner. Yust. Cumulus, Saint-Etienne 2008. Publication Series G. University of Art and Design Helsinki, 2009.

**software skills** After Effects  
Dreamweaver  
Flash/AS3  
HTML5/CSS3  
Illustrator  
InDesign (Digital Publishing Suite)  
Microsoft Office Suite  
Photoshop

**professional affiliations** American Educational Research Association  
AIGA  
Cumulus, International Association of Universities & Colleges of Art, Design & Media  
iPhone Developer Connection  
Independent Game Developers Association  
IXDA