

LeAnne Wagner

leannemwagner@gmail.com
leannewagner.com
917.445.6003

experience Professional Lecturer

DePaul University,
School of Design
2015 – Present

Full time instructor in two graduate programs, Experience Design and Digital Communications & Media Arts.

Founding Partner, User Experience Design Director

Adjust Creative
2014 – Present

Chicago-based digital product design and development agency. Responsible for user research, product architecture, visual design.

Experience Design + Consulting

LeAnne Wagner Design
2013 – Present

Facilitate design sprints for Fortune 100 companies to guide innovation and transform internal design processes.

UX/UI Director

Knovation Learning
2012 – 2013

Lead designer responsible for user research design and facilitation, product architecture, interface design and branding.

Senior Interaction Designer

Hyperquake
2010 – 2012

Design experiential brand and innovation installations. Also, assisted in fabrication and construction.

education Parsons School for Design

New York City, NY
MFA Design and Technology,
Interaction Design Focus

University of Cincinnati

Cincinnati, OH
BS Graphic Design,
Minor Certificate in Marketing

community Chicago Speculative Futures

Co-founder
2018

Design Museum of Chicago

Special Exhibit Team
2016 – Present

Co-curator; Hey! Play! Games in
Modern Culture
2017

AIGA Chicago

Design for Good Chair + Member
2014 – Present

Museum of Contemporary Art

Docent
2013 – Present

National Science Foundation Grant

Urban Game Design as a Tool
for Creativity, Collaboration, and
Learning Among Youth;
Co-primary investigator
2010 – 2013

LeAnne Wagner

speaking engagements **Primer EU**
Helsinki, Finland; 2018
Who is in Control: Exploring Wearable Interfaces and Controllers

Design Principles & Practices - International Conference
Barcelona, Spain; 2018
Designing for Interaction Beyond the Screen

Design Museum of Chicago - Hey! Play! Games in Modern Culture
Chicago, IL; 2017
Hey! Make! Creating game controllers from everyday objects - Workshop

AIGA Design Educators Conference
Bozeman, MT; 2016
You Can Touch This - An Intro to Physical Computing and Design

references available upon request

skills Adobe Creative Suite (AfterEffects, Illustrator, InDesign, Photoshop, XD)
Arduino
Basic electronics
Digital fabrication (lasercutting, 3D printing, CNC)
HTML/CSS, basic Javascript
Processing
Prototyping software (Axure, Balsamiq, InVision)
Tableau