

Elisabeth Dunn

Product Designer

www.elisadunn.work
elisa.tdunn@gmail.com
(202)-341-4715

EXPERIENCE

Lattice – Senior Product Designer

FEBRUARY 2024 - PRESENT

Revamped a template builder with specialized building blocks that increased the usage of the Compensation module by 33%. Currently pioneering AI experiences to help employees and managers plan career growth and work relationships.

Outreach.io – Product Designer

NOVEMBER 2021 - FEBRUARY 2024

Led design for new initiatives, such as AI-informed sales projections and a task management framework for sales professionals. Defined design patterns for user onboarding that have been utilized across several product teams.

Forethought – Product Designer

MARCH 2021 - NOVEMBER 2021

Led design on the Assist platform, making knowledge management more intuitive for CX professionals. Refined the Forethought design system to make designer-frontend collaboration more streamlined.

University of Washington Libraries – UX Designer

NOVEMBER 2019 - MARCH 2021

Executed user research and usability initiatives, from crafting research plans to analyzing and reporting to leadership. Shipped improvements to UW Libraries' digital platforms to improve the online research experience for over 40,000 students.

Meta – Product Design Intern

JUNE 2020 - AUGUST 2020

Led the user testing and design implementation of how to improve the posting experience for users of Meta's online jobs communities. Designed user flows and high-fidelity designs to address the needs of 90 million active users across both mobile and desktop.

EDUCATION

University of Washington

M.S. Human-centered Design and Engineering

Indiana University Bloomington

B.A. Media Advertising B.A.
Chinese

AWARDS

IxDA Design Charette, 2020

Winner of IxDA's Design Charette during the Interaction 20 Conference. Team designed a digital facilitation tool to help autistic children and their families manage sensory overloads and meltdowns.

SKILLS & TOOLS

Skills

Prototyping, Interaction design, Storytelling, Iconography, Thematic analysis, Interviewing, Motion design, Research

Tools

Figma, Sketch, Protopie, Cursor, Diagramming, Impact mapping, Journey mapping