

# Elisabeth Dunn

## Product Designer

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### 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