

Liz Shinn

Product Designer

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ABOUT ME

I'm passionate about building products with a mission to fix real-world problems.

EDUCATION

BFA: Graphic Design

BAJ: Advertising

University of Georgia · 2014

SKILLS

Software

- Figma
- Adobe CC
- GitHub
- Coda

Design

- Design Systems
- Documentation
- User Guides
- User Research
- UI Design
- UX Design
- Brand Strategy
- Mobile Design
- Mentorship
- Design Thinking

Product Design Lead

Thesis Studio · 2019-Present · Remote

- Product Design Lead for Embody mobile app (2023-2024)
- UI Designer for Keep and Threshold web apps (2019-2023)
- Built 3 project design systems (Keep, Threshold, Embody)
- Built template system for Thesis' studio marketing team
- Led Embody user studies to gather key market insights
- Helped facilitate Keep and Threshold user studies
- Wireframed and prototyped to validate product features
- Created conference presentations and pitch decks for CEO
- Mentored team members on design tools and principles

UX/UI Designer

Elemica · 2015-2019 · Remote

- Designed the Elemica web app product design system
- Implemented this system in enterprise product designs
- Built wireframes, user flows, and prototypes
- Led team design discussions to solve complex problems

Freelance Designer

My Pet Defense · 2016-2019 · Remote

- Designed the visual identity system
- Created the product packaging
- Designed marketing and conference materials
- Collaborated with a developer to build product website

Design Intern

Paste Magazine · 2014

- Pitched, researched and wrote design-related articles
- Designed editorial infographics