VALENTINA FILIZOLA

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Product Designer (UX/UI) | Design Engineer

EDUCATION

University of Washington | Seattle, WA
Bachelor of Science, Human-Centered Design & Engineering
Expected June 2026 | Direct Admission into College of Engineering

EXPERIENCE

Product Design Lead   *Dec 2024 – Present*

Eat Together Startup | Seattle, WA

- **Developed product strategy, front-end designs, and user interface systems** for an interactive mobile platform.
- **Led cross-functional collaboration with engineers** to build fully functioning features, **ensuring a seamless user experience for 600+ users.**
- Created wireframes, storyboards, and information architecture in Figma, **with accessibility standards (WCAG) in mind.**

Product Strategy Intern   *June 2025 – Sept 2025*

Milliman MedInsight | Seattle, WA

- **Designed intuitive user flows and crafted interface designs** that directly addressed client challenges, resulting in a tool that achieved a 95% client satisfaction rate and drove measurable business value.
- Partnered closely with engineering teams to **launch 5+ high-impact product features, strategically increasing active user engagement by 30%** through thoughtful experience enhancements.
- Collaborated with engineers building React-based interfaces to elevate product interactivity and performance, reducing page load times by 40%, significantly improving **accessibility and satisfaction for millions of end users.**

Product Designer | HCDE Capstone   *Jan 2026 – Present*

TMind AI Startup | Seattle, WA

- Designed an AI-integrated learning management system focused on improving student engagement and instructional clarity.
- **Led product design using mixed research methods,** synthesizing insights into system flows and high-fidelity prototypes.

PROJECTS

TerraSync: Ambient Focus Terrarium

Human-Centered Design & Engineering Project

- **Built an integrated hardware and software system in 3 weeks** synced to a real time Unity C# desktop widget.
- Designed a four state focus interaction and **delivered an end to end prototype from concept to 3D printed enclosure.**

Beargrass: Indie Music Festival

Human-Centered Design & Engineering Project

- **Designed and implemented a scalable design system**, ensuring consistency across all digital platforms.
- Designed merchandise, posters, wayfinding, and signage, ensuring cohesive branding and a seamless visual experience.

SKILLS

- **UI & Front-End Development:** HTML, CSS, Python, JavaScript, Node.js, Interface Logic, Version Control, Adobe Photoshop
- **Product Design & Technical Tools:** Figma (Auto Layout, Components, Variants, Prototyping), FigJam, Webflow, Adobe Illustrator, Physical Prototyping, Rapid Prototyping, Unity, Blender, Arduino, Rhino 3D: Expert, Physical Computing