SUMMER ELLIOTT
Product Designer

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PROFILE

I thrive in cross-functional teams and love researching human behaviours. I am a life-long accessibility advocate and am pursuing my CPACC certification. I am super jazzed about Speculative Design and Sci-Fi. I am passionate about solving user pain points through design thinking.

EXPERIENCE

PRODUCT DESIGNER, Sept 2020 - present
City of Wind is a design studio that focuses on UX and software development services for startups.
- Lead UX for Accessibility User Testing platform
- Collaborate with product team to create accessibility standards
- Lead accessibility research, Comparative Analysis, create SME Interview and Survey guides
- Research accessibility practises

PRODUCT DESIGNER HomeStars, Sept 2017 - May 19
HomeStars is a SaaS platform helping homeowners find reputable contractors, through its database of 2 million companies & reviews.
- Conducted interviews observation sessions with CS team to inform design of help desk and dashboard for internal use
- Collaborated with data scientist to create internal use dashboard to assist CS in achieving retention goals
- Created a multi-tiered support system
- Created and conducted Lunch n' Learns for the organization on how to use and explain our products to our SaaS clients

DESIGNER/PRINCIPAL - elliott designs, 2013-17
Elliott Designs was my interior design/build company focusing on creating beautifully designed accessible washrooms for in client's homes.
- Created better experiences and quality of life for clients through interviews, producing to-scale drawings of designs, and testing products with clients
- Designed, implemented and built interior spaces to suit accessibility needs of clients

EDUCATION

Designing an Accessible User Experience, Deque University, 2020
Building accessible web and experiences to comply with ADA, WCAG and other standards

Advanced UX Design, Juno, 2019
Cognitive design patterns, visual language principles, systematic design, user research, convergence & divergence, and design sprints.

Human Computer Interaction, UC San Diego/Coursera 2019
Summarize and demonstrate all stages of the UI/UX development process. Conduct user research. Define project's strategy, scope, and information architecture

SKILLS

- Sketch
- Figma
- Adobe
- Wireframing
- Prototyping
- Qualitative Research
- Quantitative Research
- Sequel Pro
- HTML & CSS
- Usability Testing
- User Research
- Technical Troubleshooting
- Problem Solving
- Design Thinking