




VALENTINA FILIZOLA

 VFILIZ@UW.EDU |  206-549-1091 |  valentinafilizola.com

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

UX Design Lead & Project Manager

Dec 2024 – Present

Eat Together Startup | Seattle, WA

- **Developed front-end designs, user interface systems, and design specifications** 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 high-fidelity prototypes in Figma, aligning with accessibility and usability standards.

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.
- Iterated on interaction models to **improve task success and reduce critical usability issues** across testing rounds.

PROJECTS

Design World: Conceptual Product Design Experience

Paul G. Allen School of Computer Science Project | **Strongest Design Award Against 20 Teams**

- **Developed and tested prototypes with users to inform iterative design decisions**, ensuring a data-driven design approach.
- **Defined and executed content design strategies**, optimizing information hierarchy and navigation.

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, Physical Computing: Sensors & Actuators