

# 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

### 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