

# Impact

- Simpler onboarding process for a new team member.
  - A new designer can quickly get up to speed with the whole team.
- Quicker screens!
- soil helped our design team ship simple features in about 20% of the time it usually took.
- Not a “faster” design process...
  - Extra time not spent on making the screens, now was spent innovating. Most of the visual design is already made, so you can really spend some time to polish what isn't.
- Redesigned developer handoff process
  - Before soil we had two phases of developer handoff: handing off the approved design, then multiple moments of “visual fixes” and extensive QA period.
  - After soil not only most of the visual fixes were not necessary anymore, but also allowed the design team to handoff simpler prototypes with less visual fidelity, but the confidence that it would look great on production.
-

**Thank you!**