



Product Designer

I'm Tucker Eighmy, and this is my application for the product designer role at Whop. I may not have all the years of experience listed on your job posting, but what I lack in years, I make up for in passion, curiosity, and drive. I bring energy, adaptability, and a genuine eagerness to make an impact.

Product Design Skills

Market Rate

Main Portfolio

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Featured traits

- Fast Learner**

I love diving into new challenges. When I saw Tailwind CSS was part of Whop's stack, I jumped right in. Understanding the tech behind the design makes me better at what I do, and I'm not afraid to get my hands dirty to learn.
- Bold Ideas**

I'm all about pushing boundaries. Whether it's rethinking a product page or building projects beyond typical case studies, I thrive on creativity. Whop is the kind of environment that encourages bold thinking, and that's where I want to be.
- Visual Eye**

My strong visual sense, paired with a focus on user needs, sets me apart. I care deeply about making products look great and feel even better to use. It's about more than just functionality—it's about creating something memorable and delightful.
- Driven to Succeed**

I'm passionate about Whop and what you're building, and I've put in the work to prove it. I don't shy away from challenges; I take them on because I know they make me better. I'm ready to go the extra mile.
- Welcome Criticism**

I want to grow, and that means embracing feedback. Whether it was during my time at Lehigh, my last job, or in the real world, I've always valued criticism. I know that every piece of feedback is an opportunity to improve.

Skills

- Figma**

Skilled at building design systems, components, and prototypes for scalable designs. My focus is on making things both beautiful and functional.
- Adobe Suite (The Static Stuff)**

Proficient in InDesign, Illustrator, and Photoshop. I'd love to explore motion graphics soon, but for now, I've got the basics covered.
- Basic Technical Knowledge**

I believe in understanding the language behind what we create. I've picked up HTML, CSS, JavaScript, and recently started working with React and Tailwind CSS 🤖 to make sure my designs are grounded in solid tech.

FAQs

- Where did I hear about Whop?

The more I heard about Whop, the more eager I became to jump in. From the people I've spoken with, it seems like the company's culture matches my energy and passion for doing great work. Hearing Steven's speech only confirmed that Whop is where I want to be.
- Why do you think you're qualified for a job with 5+ years of experience?

I may not have the years of experience, but I have the drive to make up for it. My motivation and ability to learn are clear. I built the Hub specifically to prove what I'm capable of. Whop is where I see myself growing, contributing, and making an impact.

About the applicant

Tucker Eighmy

Product Designer • General

Tell this kid to kick rocks

★ 0 reviews

I attended the Behind the Scenes event on 10/03 and heard Steven's speech about 'f'n around and finding out.' This is my attempt to do just that. I'm not going to find out unless I do the damn thing. I'm transitioning from architecture to product design, moving from building physical spaces to digital ones. I know the Hub isn't up to production standards, but there's a reason I'm not applying to be a software engineer. I know design, and I have next-level passion and pride in it. My strength as a designer lies in my ability to think on the fly, understand the platform, and understand the users. If I can start to grasp a language I have no experience in within a week, imagine what I could do with Whop's product in a week, a month, or years of working here.

Website

www.teighmy22.com

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