

# Elizabeth Wolner

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## ABOUT

Exceedingly curious UX Designer focused on customer satisfaction with experience in Engineering, Product Design, and Customer Service.

## EXPERIENCE

### **Product Engineer** <- **Associate Product Engineer** <- **Product Engineer Intern**

*Target Corporation*

*2015-Present*

- Lead technical development for Kitchen Tabletop products for the Hearth & Hand brand with a focus on continuous improvement and guest satisfaction
- Work on high-visibility projects with exclusive designer partners like Disney, Vineyard Vines, Levis, and Tabitha Brown to ensure high product quality and to bring their visions to life
- Collaborate and manage relationships with a cross-functional team of vendor partners, designers, engineers, quality assurance specialists, sourcing partners, and buyers to connect the dots of the product development process.
- Frequently brought in on special business projects and have experience defining problems to whiteboard then execute on solutions

### **Product Designer**

*Bracketron*

*2015-2016*

- Ideated with leadership and the team to understand customer needs
- Developed packaging concepts for car mounts
- Used CAD software (Solidworks) daily to bring designs to life

### **Visitor Service Staff**

*The Works Museum*

*2013-2014*

- Managed customer inquiries with empathy and close attention to detail in order to maximize customer experience & satisfaction
- Entrusted with the responsibility of opening and closing the museum & troubleshooting exhibit malfunctions

**Volunteer Instructor - Product Design**

*University of Minnesota*

*2014-Present*

- Lead a group of 6 students through the full product development process beginning with brainstorming and research, moving to concept development and user testing, and working through low, mid, and high-fidelity physical prototypes
- Troubleshoot student roadblocks and coach them towards solutions
- Grade student work and give feedback on performance throughout the course

**Design Student Alumni Board Member <- President**

*University of Minnesota*

*2016-2021 (Presidential Term 2020-2021)*

- Connect students and alumni by planning events
- Elected president after just 2 years of serving on the board
- Recruited talent for both the Design in 7 and Dirty Laundry speaker series' with a focus on advocacy for a diverse lens

**EDUCATION**

**UX/UI Design Certificate**

*University of Minnesota*

*June 2022-Nov 2022*

**Bachelor of Industrial & Systems Engineering**

Product Design & Management specialties

*University of Minnesota*

*2011-2016*

**SKILLS**

| UX/UI Design & Dev   | Tools   | Research   | Project Management   |
|--|---|--|--|
| <ul style="list-style-type: none"><li>• Site Mapping</li><li>• Wireframing</li><li>• Prototyping</li><li>• Style Guide Building</li><li>• UI Design</li><li>• ADA Compliance</li><li>• HTML/CSS/JS</li></ul> | <ul style="list-style-type: none"><li>• Figma</li><li>• InVision</li><li>• Adobe Suite</li><li>• Office Suite</li><li>• Trello</li><li>• Visual Studio</li><li>• Solidworks</li></ul> | <ul style="list-style-type: none"><li>• User Interviewing</li><li>• Persona Creation</li><li>• Data &amp; Analytics</li><li>• Affinity Diagraming</li><li>• Empathy Mapping</li><li>• Card Sorting</li><li>• Usability Testing</li></ul> | <ul style="list-style-type: none"><li>• Smartsheet</li><li>• Team Leadership</li><li>• Peer Coaching</li><li>• Project Proposals &amp; Execution</li></ul> |