

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