



Elisabeth Fonden

UX/UI Designer, MS HCDE

Bringing nearly four years of experience in the UX field, my skill set encompasses a diverse range of SaaS product design: healthcare, customer management, analytics, and video streaming. I believe research, design, user testing, and stakeholder collaboration are key ingredients to creating a product that solves user needs.

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Work experience



Pushpay — Sep 2021 / Present

UX/UI Designer 1

- Designed an upcoming analytics web application to increase engagement for organizations
- Improved the responsive design of our video streaming web application and its upcoming mobile application
- Contributed to product strategy, design systems, UX research, and product onboarding initiatives

Associate UX/UI Designer

- Designed for our customer management software with a goal to increase customer adoption
- Contributed to the design system in terms of typography and accessibility



Volvo Group — Jun 2021 / Aug 2021

Product Design Intern

- Designed a mobile application to improve the experience for truck drivers on the road
- Contributed to research, design, user testing, and stakeholder presentations



Decent — Sep 2019 / Jun 2020 (Contract)

UX Designer

- Designed for a healthcare web application with a goal to increase customer adoption
- Responsible for product research, design, and prototyping - worked closely with UXR and PM

Education

University of Washington — 2020 / 2022

M.S. Human Centered Design & Engineering (HCDE)

3.96 GPA

University of Washington — 2019

Certificate UX & Visual Interface Design

Northwest University — 2012 / 2014

B.A. Communication

3.76 GPA

Skills

Tools

Figma, Sketch, UX Pin, Balsamiq, InVision, Maze, Pendo, Basic Programming (HTML, CSS, Python)

Hard skills

Design Research, Storyboarding, User Flows, Rapid Prototyping, Usability Testing, Affinity Mapping, Accessibility, Customer Interviews, Interaction Design, Responsive Web Design, App Design, Design Thinking

Soft skills

Communication, Leadership, Presentation, Critical thinking, Problem solving, Scrum method