

ELIZABETH HARTLEY

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I'm a user experience designer with a focus on digital accessibility. Through research and compassion, I navigate business needs and technical requirements to create scalable, desirable experiences.

## EXPERIENCE

### *senior product designer / infor*

JUNE 2018 - PRESENT

Senior Product Designer, 2022 - PRESENT — Leading a team of two other product designers towards defined OS product goals and business needs. Work closely with Cloud Coherence team to ensure product teams are aligned with functional and technical requirements of OS and author documentation for GA release. Report to Director of Product Design.

Product Designer, 2020 - 2022 — Design lead and co-author of usability/product philosophies for the present and future experience of an OS environment through which users will complete tasks and access information from across the product sphere. Scaled those philosophies across Infor's product portfolio via new patterns, interactions, and guidelines for the Infor Design System.

Associate Product Designer, 2019 - 2020 — Design lead for the first mobile app developed by Infor product design team. Worked closely with engineers, product managers, and business analysts to write functional requirements, create working prototypes for hand off, and track customer success.

Product Design Intern, 2018 - 2019 — Associate designer on product design team. Consulted with various product teams across different platforms and industries to achieve UX/UI continuity within Infor's diverse legacy product portfolio. Researched and contributed new foundations and principles to the Infor Design System.

### *lead server / sutton inn*

2016 - 2018

Michelin rated fine-dining restaurant. Started as hostess and was promoted to lead server within the year. Responsible for ensuring 5-star service from all front of house staff, hiring and training new staff, maintaining the books, scheduling, and communicating expectations from executive chef and owner.

## EDUCATION

### *fashion institute of technology*

2015 - 2019

BFA Graphic Design with minor in Art History. Dean's list. Wrote senior thesis on how to improve universal design in iPhones leveraging the existing iOS platform, featured in the graduating students exhibition at the Museum at FIT. Art Director of BLUSH Magazine. First generation college graduate.

## SKILLS

adobe creative cloud / figma / prototyping & animation / basic html and css / user research / design & product strategy / information architecture / systems thinking / agile