# Elizabeth Bennett

## UI/UX Designer | Product Designer

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## EXPERIENCE

### Lead UI/UX Designer  Wave (Remote, UK)    05/2023 - Present

- Lead UX and UI design across 2 core SaaS products and 100+ client websites, improving usability, visual consistency, and scalability across recruitment technology platforms.
- Designed and implemented a scalable Figma design system (components, variables, documentation), reducing design inconsistencies and improving developer handoff efficiency
- Defined and embedded UX/UI standards across product teams, strengthening consistency and improving overall design quality.
- Collaborated within agile product teams (PM, developers, stakeholders) to shape problem definitions and deliver iterative solutions across candidate management, AI screening, and job workflows.
- Integrated AI-driven screening features, contributing to an estimated 20-40% reduction in manual CV review time while maintaining transparency and human oversight.
- Mentored and quality-assured work of a small team of designers across product and client projects, improving consistency and design governance.
- Communicated design rationale to senior stakeholders, contributing to product decisions and translating complex technical constraints into clear, user-centred solutions.

### UI/ UX Designer  Wave (Remote, UK)    09/2021 - 05/2023

- Designed responsive, WCAG-aligned recruitment websites across 50+ client projects, balancing user needs, brand systems, and commercial objectives.
- Applied and adapted diverse client brand systems into reusable digital patterns and scalable templates.
- Delivered structured Figma handoffs (components, specs, accessibility guidance), reducing implementation rework and improving cross-team clarity.
- Contributed to internal pattern libraries and reusable modules that later evolved into product-level design systems.
- Collaborated directly with clients and PMs to refine requirements and improve usability across candidate journeys and job search flows.

### Artworker  SGK (Witham, UK)    08/2019 - 08/2021

- Produced print-ready packaging artwork within large-scale global brand systems for BAT and Marks & Spencer Food, across multi-line product ecosystems.
- Applied complex brand guidelines and technical print specifications to multiple product variants and international markets.
- Ensured technical accuracy, regulatory compliance, and brand consistency across high-volume outputs (50+ SKUs per range).
- Interpreted centralised brand frameworks and cutter guides to create precise, production-ready layouts in Adobe Illustrator.
- Collaborated with brand guardians, regulatory teams, and print specialists to deliver accurate outputs within fast-paced production timelines.

## SUMMARY

UI/UX Designer with 5+ years' experience designing and evolving digital products within complex platforms. I create accessible, user-focused interfaces informed by research, feedback, and strategic direction, balancing creativity with structure and practical delivery. Having started my career within highly governed global packaging brand systems, I bring a systems-oriented mindset to digital product design,  maintaining attention to craft, clarity and detail. Creative and empathetic by nature, I enjoy exploring possibilities while ensuring solutions remain grounded, consistent, and effective.

## SKILLS

- UX Design
- UI Design
- Visual Design
- Design Systems
- Figma
- Responsive Design
- Accessibility (WCAG)
- Adobe Photoshop, Illustrator & After Effects
- HTML & CSS
- Agile Product Teams
- Jira & Confluence
- Stakeholder Presentation

## CERTIFICATIONS

### UI Design Patterns for Successful Software
IxDF  01/2025

### Figma UI/UX Design Advanced
Udemy  01/2025

### AI for Designers
IxDF  02/2024

### UX Design Professional Certificate
Google  01/2025

## EDUCATION

### Falmouth University    10/2008 - 06/2013
MA Art and Environment
BA( Hons) Marine & Natural History Photography