

# ELISE ALINSUG

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## Experience

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### Kruiz

Nov 2025 – Feb 2026

*Product Designer*

*Remote*

- Prototyped AI-assisted pet travel checklist; 9/9 beta testers reported increased clarity navigating documentation.
- Architected hybrid search interface (NLP + faceted filtering) for 5k+ hotels, reducing research time by 30%.
- Established design system of 150+ accessible tokens that ensured 100% visual cohesion across mobile interfaces.
- Standardized high-fidelity Figma components and variables for AI flows, cutting design-to-dev handoff friction by 20%.

### NASA

Apr 2025 – Aug 2025

*Product Design Intern*

*Cleveland, OH*

- Optimized wind tunnel data-tracker by identifying and resolving workflow bottlenecks, reducing data latency by 30% for senior aerospace teams.
- Prototyped multi-view wind tunnel usage dashboards for Directorate Leadership, accelerating budget-critical decision speeds by 50%.

*Product Design Intern*

*Jun 2024 – Aug 2024*

- Created documentation and wireframes for human-AI interaction multi-file upload system, driving adoption across 10+ major organizations including Boeing.
- Redesigned an internal platform for 23,000+ users by translating 30+ interviews into high-fidelity components that enhanced accessibility and brand resonance.

### Commit the Change

Nov 2023 – May 2024

*Product Designer*

*Irvine, CA*

- Designed custom SaaS scheduling ecosystem for non-profit education program overseeing 200+ students, scaling platform capacity to support 25% annual growth.
- Applied Psychological research methods to translate 8+ usability sessions into UI iterations, increasing user satisfaction by 90%.
- Automated documentation workflows through prototyping, eliminating 90% of manual data entry errors and reducing administrative friction.

## Projects

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**Perception Studios** | *Figma, VR, Design Systems*

Sep 2024 – Apr 2025

- Designed AI-powered 3D-visualization tool to mitigate choice paralysis, resulting in an 80% increase in user confidence during paint selection.
- Evaluated final prototypes with 5 end users, achieving a 100% task success rate via HEART framework validation.
- Iterated VR flows alongside Codazen's CEO and senior engineers to ensure a seamless experience across web and headset platforms.

**Design-a-thon Registration** | *Responsive Web Design*

Jan 2024 – Apr 2024

- Increased registration by 30% for SoCal's largest design hackathon through improved information architecture and mobile-responsive web interface.
- Analyzed user behaviors from 20+ participant interviews to eliminate workflow bottlenecks, informing a redesign that increased sign-ups by 50%.

## Education

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**University of California, Irvine**

Irvine, CA

*B.S. Informatics, Specialization in Human-Computer Interaction*

**University of California, Irvine**

Irvine, CA

*B.A. Psychological Sciences*

## Technical Skills

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**Design:** Wireframing, Rapid Prototyping, Systems Architecture, Interaction Design, Information Architecture, Atomic Design, Motion, WCAG 2.1 Accessibility

**Research:** Usability Testing, HEART Method, Personas, Heuristic Evaluation, Requirements Analysis

**Tools:** Figma (Variables/Prototyping), Adobe CC, Claude (Prompt Eng.), v0.dev, Jira/Agile