

Elena Voss

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Staff product designer with a decade shipping design systems and product craft for developer and productivity tools. I partner with engineering and research to turn ambiguous problems into clear, accessible interfaces—and I still love polishing the last 10%.

Experience

Staff Product Designer — Northwind Labs (2023-04 – Present)

Lead designer for the platform design system used by 40+ product squads. Established contribution model, accessibility gates, and a shared Figma + React token pipeline that cut UI thrash by half.

Senior Product Designer — Orbit Works (2020-02 – 2023-03)

Owned end-to-end experience for the core workspace product: onboarding, collaboration, and permissions. Ran discovery with power users and shipped a redesign that lifted activation 18%.

Product Designer — Bright Harbor (2017-06 – 2020-01)

Designed mobile and web flows for a B2B productivity suite. Partnered with research on diary studies and built a component library that became the team's default shipping surface.

Education

Rhode Island School of Design — BFA Graphic Design (2013–2017)

Skills

Figma, Design Systems, Prototyping, User Research, Accessibility, Design Engineering, TypeScript, Storybook, Workshop Facilitation, Motion Design

Projects

Atlas Design System

Open contribution model, documented patterns, and React wrappers that scaled design quality across a multi-product org.

Workspace Activation Redesign

Rebuilt first-week experience with progressive disclosure and guided setup—activation +18% in controlled rollout.