

Jennifer Li

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Product designer with a computer science background, specializing in design systems. Skilled in token architecture, design-to-code pipelines, and component governance.

WORK EXPERIENCE

Cargill

Aug 2023 – Present

Associate UX Designer

Chicago, IL

- Led design and architecture of Sprout, Cargill's enterprise design system, from inception to launch, delivering 50+ components adopted by 20+ enterprise groups with a 99.7% component retention rate
- Defined Figma library structure, publishing workflows, and design-to-code pipeline; implemented Code Connect to support AI-assisted development workflows
- Wrote design documentation covering component properties, usage, and accessibility guidelines for 25+ components; implemented accessibility audit recommendations to improve WCAG compliance
- Designed a B2B smart locker product end-to-end as sole UX designer across four surfaces: consumer app, kitchen POS, locker kiosk, and admin portal
- Redesigned Cargill.com global webpages using new brand identity and Sprout components, increasing impressions by 11% over benchmark groups

Relativity

May 2023 – Aug 2023

UX Engineering Intern

Chicago, IL

- Contributed to design system in Figma by modifying 2 components and adding documentation links for 30+ component pages
- Reduced UI inconsistencies by adding and updating variable mappings in code for 5+ components
- Conducted design research and feature analysis on competitor eDiscovery software for document coding features

Stink Studios

Jun 2022 – Aug 2022

UX Design Intern

Manhattan, NY

- Selected from a pool of 400+ applicants to participate in the 4A's MAIP virtual fellowship
- Designed high-fidelity wireframes for desktop showcasing 5 different brand identity options and created detailed design libraries for handoff to client, Mailchimp
- Developed 3 MVP user experiences for a microsite showcasing BIPOC experiences in advertising

LEADERSHIP

Design Innovation, UIUC

Dec 2021 – May 2023

Vice President and Project Lead

- Led project teams dedicated to giving students hands-on human-centered design experience
- Spearheaded education initiative inspired by Figma Decal to make design more accessible, increasing team size by 50%

EDUCATION

University of Illinois Urbana-Champaign

May 2023

B.S. Computer Science and Advertising, Minor in Informatics

- Bronze Tablet Scholar, graduated within top 3% of department

SKILLS

Design and Strategy: Design Systems, Design Tokens, Component Architecture, Accessibility (WCAG), UX Strategy, UX Design, UI Design, User Research, Prototyping

Tools: Figma, Figma MCP, Claude Code, Adobe Illustrator, Adobe InDesign, Adobe Photoshop, Qualtrics

Programming: C++, HTML/CSS, Java, Python