

# Jennifer Li

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## Summary

Technically-minded product designer with a computer science background who turns ambiguous, systems-level problems into simple, well-crafted solutions. Comfortable operating at the intersection of design and code, and partnering closely with engineering to ship work that holds up in production.

## Work Experience

### Cargill

*Associate UX Designer*

Chicago, IL

Aug 2023 – Present

- Led design systems architecture for Sprout, Cargill's enterprise design system, from inception to launch resulting in 50+ components adopted by 20+ enterprise groups at 99.7% retention
- Built an internal analytics dashboard and shared Claude project with AI within a week that translates design metrics into leadership-facing language; demoed prototype to 100+ attendees and is regularly used by the Sprout team
- Closed Figma-to-code gap by advocating for and helping spec Code Connect for 30+ components and co-authoring Sprout's AI context files, keeping both human and AI-generated code consistent with design
- Designed a seamless, multi-surface B2B smart locker experience (Chekt) across four surfaces — mobile consumer app, kitchen POS, kiosk, desktop admin portal — resulting in reduced service and troubleshooting requests

### Relativity

*UX Engineering Intern*

Chicago, IL

May 2023 – Aug 2023

- Audited variable mappings across 5+ components in Relativity's Aero design system, eliminating 10+ instances of design-code inconsistency between Figma and code implementation
- Conducted competitive research on eDiscovery document coding features, surfacing an alternative layout concept the UX research team recognized as a key insight
- Modified components and added documentation across 30+ component pages in the design system

### Stink Studios

*UX Design Intern*

Manhattan, NY

Jun 2022 – Aug 2022

- Designed high-fidelity desktop wireframes across 5 brand identity concept explorations and built Figma libraries for handoff to client, Mailchimp
- Developed 3 UX strategy approaches for a microsite showcasing BIPOC experiences in advertising

## Additional Projects

### Headspace Redesign

*Project Lead & UX Designer*

Champaign, IL

Feb 2023 – May 2023

- Led a 5-person team through competitive research, synthesizing insights from 20 student interviews into user journeys and a redesigned check-in feature
- Ran usability testing on high-fidelity prototypes, iterating on interaction models based on direct user feedback

## Education

### University of Illinois Urbana-Champaign

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

Champaign, IL

May 2023

## Skills

**Design and Strategy:** Accessibility, Cross-Functional Collaboration, Cross-Platform Design, Design Systems, Design-to-Code Workflows, Information Architecture, Journey Mapping, Prototyping, Systems Thinking, UI Design, User Research

**Figma:** Auto Layout, Code Connect, Component Properties, Figma Make, Figma MCP, Publishing Workflows, Variables

**AI & Tools:** Adobe Creative Suite, Claude, Claude Code, Copilot, Cursor, GitHub, Paper, VS Code

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