

# Garrick Li

PRODUCT DESIGNER

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garrickli.me

## PROFESSIONAL EXPERIENCE

### Salesforce

Lead User Experience Designer Sept. 2021 – Present

UX designer for the Sales Cloud

- Function as main lead for UX for multiple high-impact projects across the Sales Cloud portfolio
- Collaborate with product and engineering teams to design new products and features for Sales Cloud

### Oracle

Principal User Experience Designer Sept. 2018 – Sept. 2021

UX designer for the Redwood System Design Team.

- Leading and designing all search-based components, component composites and page templates for cloud based applications and services for Oracle.
- Wrote development specifications and design guidelines for these components.
- Collaborated with product team leaders and designers to gather requirements and integrate components into product designs.

### Microsoft

UX Designer II June 2016 – June 2018

Product designer for the Windows Maps Application. Lead product designer for Windows is Location Aware features.

- Led design for multiple projects for the Windows Maps Application including the Collections feature, Fluent Design Visual Integration, and Filter & Sorting.
- Led design for multiple projects for Windows is Location Aware including Placecards and the @mention feature.
- Contributed design for location-based incubation projects which included doing primary & secondary research, ideation, wireframing, and hi-fidelity prototyping.

## EDUCATION

### University of Washington

Masters of Human-Computer Interaction & Design Sept. 2014 – August 2015

### University of Washington

Bachelor of Arts: Music Sept. 2007 – June 2011

## VOLUNTEERING

### Mentorship

MHCI+D @ University of Washington Jan. 2018 – Present

- Guide students on how to navigate the design discipline and position oneself for success in program and post-program.
- Facilitate meetings with the students and provide a resource for industry experience and interviewing procedures.

## TOOLS

Figma  
Sketch  
Framer  
Illustrator  
InDesign  
Axure  
Premiere Pro  
Principle  
Photoshop  
Invision  
HTML 5  
CSS3  
JavaScript  
JIRA

## METHODS

### Design

Interaction Design  
Interface Design  
Prototyping  
Sketching  
Storyboarding  
Visual Design  
Wireframing  
Physical Prototyping

### Research

Secondary Research  
Usability Testing  
User Interviews  
Heuristic Evaluation  
Cognitive Walkthroughs  
Personas/Scenarios  
Frameworks  
Diary Studies  
Surveys  
Market Research