Eliana Park

Senior Product Designer

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PROFILE

Senior product designer with nine years shaping consumer and developer-tooling products at high-growth tech companies. I lead end-to-end design — from research and systems thinking through high-fidelity prototyping and shipped engineering partnership. Comfortable owning ambiguous zero-to-one bets and refining mature product surfaces with measurable outcomes. Recent focus: AI-assisted workflows and the cross-platform design systems that make them feel coherent.

EXPERIENCE

Parallel Labs

Mar 2024 — Present

Senior Product Designer, Assistant Apps

- Led design for the Projects workspace, lifting weekly active retention 27% in the first quarter post-launch and shipping the artifact-share flow used by 1.4M users in its first month.
- Partnered with research and ML to define interaction patterns for long-context conversations, reducing user-reported confusion in usability sessions from 41% to 12%.
- Co-authored the product's design language v2 — a 180-token system adopted across web, iOS, Android and the developer console.
- Mentored three mid-level designers; two were promoted within 18 months.

Stackline

Aug 2021 — Feb 2024

Product Designer → Staff Product Designer

- Owned the site-generation surface end-to-end, growing prompt-to-deploy conversion from 18% to 46% across two redesigns.
- Designed the Observability dashboard suite; cut median time-to-first-insight from 4m12s to 38s in moderated sessions.
- Drove the migration of 240+ legacy UI components into a tokenized Tailwind v4 implementation, unblocking the documentation refresh.
- Hosted the internal "Design Critique Friday" — institutionalized feedback loop now run by the broader 38-person design org.

Tidewater

Jun 2019 — Jul 2021

Product Designer, Workflows

- Shipped Cycles, Triage and Roadmaps — three of the four most-cited features in customer churn-prevention interviews during my tenure.
- Reduced onboarding drop-off by 38% across iOS and web by reframing the empty-state pattern around "first issue" rather than "first project".
- Authored the keyboard-shortcut audit that became the foundation for the Command Menu, used by 86% of weekly actives.

Canvasly

Sep 2017 — May 2019

Product Designer, Editor

- Co-designed the first auto-layout feature — the feature that landed in over 90% of new community templates within six months of launch.
- Prototyped and shipped the variant picker pattern; reduced component-library navigation time by 31% in internal benchmarks.
- Ran the cross-functional design system working group, growing from 4 to 14 contributors over 18 months.

EDUCATION

Westbrook Institute of Design 2015 — 2017

M.Des. in Interaction Design

Lakeshore University 2011 — 2015

B.A. in Cognitive Science, with high distinction

SKILLS

Figma · Framer · Linear · Notion · TipTap · React · TypeScript · Tailwind CSS v4 · Radix UI · Shadcn/ui · Origami Studio · After Effects · Rive · Design tokens · Design systems · Generative UI · Prompt design · User research · Accessibility (WCAG 2.2) · Cross-functional leadership

SELECTED PROJECTS

Live previews — Reimagined the inline-render surface so writers, coders, and designers could share live previews without leaving the conversation. Adopted in 62% of long-form sessions.

Streaming composer — Visual layer over the generation runtime — keyboard-first prompt editing with optimistic, diff-style component swaps in under 200ms.

Command Menu — Designed the contextual command surface that became the canonical interaction for the product. Now the most-used input across the entire app.