

Elizabeth Young

I make complex products understandable.

EXPERIENCE

Trek Health

Product Designer

Oct 2024–Aug 2026

Contract → full-time

Full-time from Apr 2025

SELECTED CONTRIBUTIONS

Five reports. One flexible model.

Conceived a shared pivot-table experience for five fixed reports, aligned leadership, and led UX through feasibility validation and internal testing.

Make the analysis explain itself.

Designed Comparative Market Analysis with expert and user input. Drilldowns let providers validate comparisons; the report supported enterprise sales conversations.

Structure before screens.

Defined the Contract Intelligence MVP across files, workspaces, AI queries, and reports. Advocated for simpler onboarding and broader policy workflows.

Independent Practice

Product Designer & UX Writer

2020–2025

From ambiguity to interface.

Partnered with 10+ startups across healthtech, fintech, climate, and consumer products, moving from research and product definition through interface design.

Mobile products. Product language.

Designed mobile experiences for Options MD and UX writing for Wesper, Cashmere, and Anchor.

Bigeye

Product Designer (Apprenticeship)

Nov 2022–Jan 2023

Friction with a purpose.

Redesigned safeguards across 10+ components and 30+ variants, balancing efficient workflows with deliberate friction around destructive actions.

Scope

Product Designer

May 2021–Aug 2022

Turn a service into software.

Led an MVP redesign and delivered 7+ features across 20+ sprints, turning a manual implementation service into structured product workflows.

Find the shortest path to value.

Replaced open-ended briefs with guided intake, standardized proposals and contracts, and connected email notifications directly to in-app responses.

EDUCATION

Connecticut College

B.A., Philosophy & Dance

2006–2010

EXPERTISE

Product strategy

Information architecture

Interaction design

User research

Design systems

AI product design