Eli Henriksen

Product Designer

Los Angeles, California, US
+1 (323) 246-7041
elihenriksen@me.com
elihenriksen.com

EXPERIENCE

Meta · Product Design Intern, Reality Labs

Burlingame, California, US — 05/2025 - 08/2025

- PD Intern on the Design Health team at Meta Reality Labs.
- Led the discovery effort and end-to-end design for multiple new experiences.
- Collaborated closely with multiple XFN partners across UXR, PM, and Eng.
- Contributed to uncovering key insights that informed critical product decisions having a clear impact on the team's roadmap.

Freelance · Product Designer

Remote — 11/2024 - 05/2025

- Spearheaded the design of an AI-driven social fitness app, working closely with the lead engineer to deliver a frictionless user experience.
- Developed and implemented a data-driven monetization strategy, optimizing conversion flows and driving significant growth in subscriptions.
- Proposed and implemented multiple new innovative AI-driven features, which established a strong, engaged social ecosystem.
- Guided and defined product strategy while working to unify the company's visual identity.

Specimen · Founder

Los Angeles, California — 02/2023 - 07/2024

- Founded a lighting startup managing the business, product development, and engineering.
- Conducted extensive R&D on custom LED systems for advanced SLA and SLS 3D printing for over 8 products.

Studio Shamshiri · Design Intern

Los Angeles, California — 06/2021 - 08/2021
Los Angeles, California — 06/2020 - 08/2020

- Led major research projects that delivered high-priority insights which unblocked critical project milestones.
- Facilitated effective project handoffs between designers, architects, and leadership which secured client approvals.

PRODUCT PROFICIENCY

Figma · Prototyping · Interaction Design · UX Design · UI Design · Rapid Prototyping · Wireframing · Visual Design · Accessibility Design · Design Systems · Figma Components · User Experience Research (UXR) · Conversation Design / AI Experience Design · AR/XR

CREATIVE & TECHNICAL PROFICIENCY

Illustrator · Photoshop · Blender · 3D Modeling · 3D Rendering · DaVinci Resolve (Video Editing) · HTML · CSS

EDUCATION

Otis College of Art and Design
Product Design Major
- 2024 - Present (expected 2026)
- GPA 3.96

ArtCenter College of Art and Design
Spatial Experience Design Major
- 2022 - 2023
- GPA 3.89

University of California, Los Angeles
Design Media Arts Major
- 2019 - 2021
- GPA 3.97