Perry Wong Costa

Product design

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Experience

⊙ Stripe / Senior Product Designer
MAY 2021 – PRESENT · SAN FRANCISCO

- Currently leading design strategy and execution on Stripe's 1-click checkout product, Link.
- Set and shipped many visions and improvements for various Payments experiences in Stripe Dashboard, saving the company millions.
- Established foundational research around how we understand Stripe merchants and businesses to build a better payments product.

Robinhood / Product Designer
APRIL 2019 – APRIL 2021 · MENLO PARK, CA

- Lead design on consumer experiences for iOS and Desktop, including experiences like the Education hub for new traders, list curation, and accessibility improvements.
- Established Robinhood's first ever design system that is still used today by designers and engineers at the company.
- Created Robinhood's first support experiences and triaging systems, including leading design through the company's largest code yellows.

Quid / Product Designer
APRIL 2017 – APRIL 2019 · SAN FRANCISCO

- Enhanced and developed visual content and strategy
- Led foundational research to understand user needs and help shape the first ever product launch
- Designed the initial platform experience for data gathering and exporting, unblocking the initial product launch
- Led a 3 person design team, developing vision and roadmaps for design work across the product

Lucasfilm / Software Engineer
JUNE 2016 – SEPTEMBER 2016, SAN FRANCISCO

- Developed and shipped Python scripts in Maya to assist in the rollout of several ILM movies
- Updated and developed on internal platform tools including Lucasfilm's project trackers and employee database

Education

University of California, Davis / Design & Human Computer Interaction

Awards

- Adobe Digital Learning Services Adobe Certified Web Expert
- Ruth June Design Foundation Junior Women in Design Honor May 2013
- Young Women in Tech · Young Founders Award Nov 2013

Skills

Design / Figma, Sketch, InVision, ScreenFlow, Origami, Axure, Adobe Creative Suite (Illustrator, Photoshop, AfterEffects), Arduino, Rhino 3D, Maya, Blender, 3DS Max, Final Cut Pro, Wireframing

Programming/ JavaScript, CSS3, HTML5/CSS3, Python, React Native, C