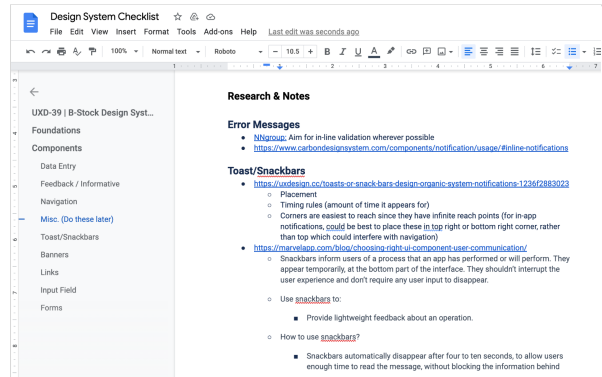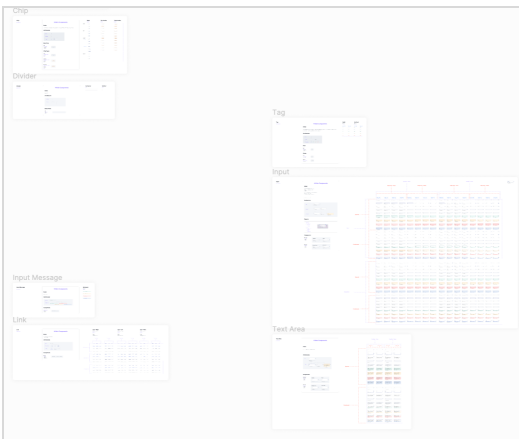For the Fall semester of 2021, I was a Product Design Intern at B-Stock Solutions.

B-Stock was founded by ex Ebay employees, with the mission of helping small and large businesses buy and sell liquidation inventory on an online marketplace, in an effort to reduce waste, and increase the value of liquidation inventory.

B-Stock is currently in the process of restructuring and redesigning their online platform in order to improve user experience on their auction site.

Over the course of the semester I have been working with the product and UX teams to design many different aspects of the new marketplace. Some of my main responsibilities included:

- Creating the B-Stock Design System in Figma

- Conducting research on different interface components and patterns to inform my design decisions

- Establishing rules and documentation for how, when, and where to use different components & variants

- Attending sprint planning meetings and sprint retrospective meetings with the UX team

- Presenting designs and progress to the product team and engineering

Looking back on this semester, I feel that I learned a lot about design tools and skills, but also about how to effectively work with and communicate with a team, especially remotely. I developed my Figma skills, and learned how to improve my design workflow by utilizing the software to its full potential.

I learned how and when to make decisions on my own, and when to wait for team feedback. When working on a specific timeline, it's important to make decisions with the information you have available, and know that you can always go back and iterate later—you don't need to be perfect on the first iteration, and in fact this mentality slows progress and often hurts outcomes.

Overall, I had a really great experience working for B-Stock this semester, and I have learned so much about what it means to be a UX/Product designer at an eCommerce/SAAS company.