



Thomas F Dittmer

Principal Product Designer blending 20 years of strategy with modern AI integration. I build scalable design systems and consumer AI products that drive measurable revenue.

Contact

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Competencies

Agentic Design & Development (Google Antigravity, Cursor, GH Copilot)
Design Systems Architecture (Supernova, Figma)
Prototype Workflow (Webflow, Figma Make)

Education

Syracuse University • Syracuse, NY • Industrial & Interaction Design • Bachelor of Industrial Design

Tripadvisor *Needham, MA*

Lead Product Designer (Atlas Design System) *Nov 2023 - Nov 2025*

- Boosted development throughput by 83% and accelerated core platform time-to-market by deploying automated token workflows (integrating Figma, Supernova, and GitHub).
- Reduced engineering handoff time by 64% and increased design efficiency by 32% by architecting a specialized component library for user-facing AI experiences.
- Achieved 99% cross-platform consistency by overhauling component architectures and shared token libraries, driving scalability across the entire product ecosystem.
- Defined executive product strategy by synthesizing qualitative insights from system adopters to align leadership on roadmaps.

eBay *Boston, MA (remote)*

Staff Product Designer (Core AI) *Sep 2022 - Nov 2023*

- Drove novel AI/ML/CV initiatives by managing end-to-end Design and UX, including flows, prototypes, and development specifications.
- Successfully shipped internally developed computer vision modeling and features by working collaboratively and managing internal partnerships.
- Utilized high-fidelity prototyping to align C-suite stakeholders on novel Computer Vision strategies, securing buy-in for a multi-quarter AI roadmap.

Tripadvisor *Needham, MA*

Senior Product Designer *Sep 2019 - Aug 2022*

- Founding member of the Tripadvisor Design System organization-wide, streamlining the product development lifecycle.
- Increased vacation package revenue by 60% (adding 25M travelers and achieving +36% funnel growth) through experience optimization.

UX/UI Designer II *Dec 2018 - Sep 2019*

- Drove key metric improvements across core shopping experiences, including a +3% booking value for Hotels and +8% conversion for Attractions Checkout.

UX/UI Designer *Jan 2016 - Dec 2018*

- Modernized vacation rental shopping, delivering a 25% increase in incremental revenue and a 9% funnel progression improvement.

Keurig Green Mountain *Burlington, MA*

Senior Interactive Designer/Interim Art Director *Feb 2015 - Jan 2016*

- Led the Digital Creative Group and directed omnichannel content (Retail, eCommerce, Loyalty) to ensure brand consistency.
- Reduced go-to-market lead-time from weeks to days by implementing a new campaign framework.

UX Designer *Apr 2012 - Feb 2015*

- Executed end-to-end digital experiences in collaboration with the Innovation Team.