



Thomas F Dittmer
PRODUCT DESIGNER

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Education

2000-2005

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

Toolset

Mac, PC, Android, and iOS
Figma
Supernova
Hype (HTML5 Production Kit)
Google Antigravity IDE
Adobe Suite (Ps, Ai, Ae, Id, Au)
Webflow
Notion
Airtable
Keynote
Screenflow
Final Cut Pro
Microsoft Office + G Suite

UX Methods

Design Thinking Sprints
Lo-fi and Hi-fi Prototypes
Journey and Experience Maps
Storyboards and User Flows
Wireframes
User Research Synthesis
Usability Tests
Metrics Analysis and Analytics

Design Skills

AI Workflow Strategy
UI Design
Interaction Design
Visual Design
Accessibility Design
Design Systems



Need more details?

View my LinkedIn profile to
learn more about my
experience history.

Tripadvisor · Needham, MA

Senior Product Designer · Nov 2023 - Nov 2025

- Design System Development & Governance: Accountable for creating and maintaining robust design systems to ensure a unified and consistent customer experience across all digital platforms.
- Component & Token Integration: Expertise in integrating component libraries and shared token libraries into the design systems.
- AI Experience Enhancement: Critical focus on improving user-facing AI experiences.
- Internal AI Tooling: Development of internal AI tooling aimed at increasing speed-to-market and overall efficiency across all systems.

eBay · Boston, MA (remote)

Staff Product Designer · Sep 2022 - Nov 2023

- Drove novel AI/ML/CV initiatives by managing end-to-end Design and UX, including flows, prototypes, and development specifications.
- Spearheaded innovation through cross-functional collaboration, leading whiteboarding sessions and customer research.
- Successfully shipped diverse product ideas, working autonomously and managing internal partnerships.

Tripadvisor · Needham, MA

Senior Product Designer · Sep 2019 - Aug 2022

UX/UI Designer II · Dec 2018 - Sep 2019

UX/UI Designer · Jan 2016 - Dec 2018

- Championed the Tripadvisor Design System organization-wide, significantly streamlining the product development lifecycle.
- Increased vacation package revenue by 60% (adding 25MM travelers, +36% funnel growth) through experience optimization.
- Drove key metric improvements across core shopping experiences: +3% booking value (Hotels) and +8% conversion (Attractions Checkout).
- 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

UX Designer · Apr 2012 - Feb 2015

- Led the Digital Creative Group and Art Directed omnichannel content (Retail, eCommerce, Loyalty), ensuring brand consistency.
- Reduced go-to-market lead-time from weeks to days by implementing a new campaign framework; also executed end-to-end digital experiences with the Innovation Team.