



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  
Google Antigravity Agentic IDE  
Cursor Agentic IDE  
Adobe Suite (Ps, Ai, Ae, Id, Au)  
Webflow  
Notion  
Airtable  
Hype (HTML5 Production Kit)  
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



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learn more about my  
experience history.

## Tripadvisor · Needham, MA

**Senior Product Designer** · Nov 2023 - Nov 2025

- Spearheaded the creation and maintenance of robust design systems to ensure a unified and consistent customer experience across all digital platforms.
- Overhauled component architectures and shared token libraries to drive extensibility and scalability across the entire product ecosystem.
- Architected user-facing AI experiences with a focus on intuitive interaction and accessibility.
- Developed internal AI-driven workflows that optimized speed-to-market and increased operational 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.
- Successfully shipped diverse computer vision modeling and features by working collaboratively and managing internal partnerships.
- Crafted high-fidelity prototypes to evaluate ideas and drive unified strategy among cross-functional leadership.

## 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 25M travelers and achieving +36% funnel growth) through experience optimization.
- Drove key metric improvements across core shopping experiences, including a +3% booking value for Hotels and +8% conversion for 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 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.
- Executed end-to-end digital experiences in collaboration with the Innovation Team.