

Bénédicte Knudson

Atlanta, GA | bene.knudson@gmail.com | benedicte.studio | linkedin.com/in/benedicteknudson

Experience

-
- Customer Solutions**, McMaster-Carr January 2026 – Current
- Processed multi-channel orders daily with a 99.98% accuracy rate, gaining operational insight informing UX improvements to the order entry flow
 - Identified opportunities to improve accuracy and reduce processing time within order entry flows, designing and launching high-fidelity solutions that drive a 21% reduction in time-on-task for Customer Solution staff
- Cofounder, Product Designer**, Silhouette June 2025 – Current
- Led end-to-end product interface design for an iPad-first app enabling users to construct "nightmare monsters" from real and virtual shadows, from concept ideation and interaction flows through visual implementation in Figma and Claude Code
- Product Designer**, Veldtech June 2025 – January 2026
- Owned end-to-end design of service connecting culinary students to internship opportunities across iOS, Android, and web platforms
 - Developed and shipped cross-platform design system for MemoryMap ensuring visual consistency, scalability, and efficiency across multiple product surfaces
 - Refined MemoryMap user flows and interaction patterns to enhance usability and accessibility through iterative user testing and product metrics analysis
- Product Designer**, Financial Services Innovation Lab at Georgia Tech June 2024 – May 2025
- Designed and shipped multi-user financial document analysis platform serving advisors, analysts, and clients processing 1000+ documents monthly
 - Completed competitive analysis of 25 AI-powered finance platforms, identifying key performance indicators that informed product-market fit and prioritization of 3 novel features
 - Led end-to-end design strategy for retrieval augmented generation (RAG) chatbot feature reducing advanced query sourcing and comparison time by 40% through research-informed interaction design
 - Shipped FSIL website redesign focused on information accessibility and cohesive UX, increasing traffic by 30%

Projects

-
- How We Feel on WatchOS** February 2026 – April 2026
- Conceptualized and prototyped a WatchOS emotion tracking app through wireframing, usability testing, and iterative design, optimizing for faster emotion logging and increased check-in frequency
- Shadow Play at the Center for Puppetry Arts** August 2024 – June 2025
- Designed and developed interactive storytelling exhibit using TouchDesigner, Python, and MediaPipe gesture recognition, engaging 180,000 annual visitors
 - Delivered 4 iterations of testing and refinement with cross-functional team, achieving 94% concept retention score during pilot tests with museum visitors
- Cymatics at the Children's Museum of Atlanta** January – June 2024
- Built interactive, play-based cymatics exhibit that educates 100,000 annual museum visitors
- Sandbox.ai** August – December 2023
- Designed no-code, node based LLM application builder, increasing accessibility for non-technical users
 - Led 12 stakeholder interviews, competitive analysis, and user survey to inform UI and interaction models for custom model training features

Education

-
- Georgia Institute of Technology**, MS in Human Computer Interaction 2023 – 2025
- Tulane University**, BA in Computer Science, Design 2019 – 2022

Skills

Languages: Python, SwiftUI, C/C++ , HTML

Design & Prototyping: Figma, Illustrator, Photoshop, Keynote

Design Skills: Design systems, accessibility, responsive design, user research, usability testing, physical prototyping, multi-user product design