

# Bénédicte Knudson

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

## Education

---

**Georgia Institute of Technology**, MS in Human Computer Interaction 2023 – 2025

- GPA: 3.7/4.0

**Tulane University**, BA in Computer Science, Design 2019 – 2022

- Cum Laude

## Experience

---

**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
- Evolved dashboard design system ensuring consistency across complex data visualization, analysis tools
- Shipped FSIL website redesign focused on information accessibility and cohesive UX, increasing traffic by 30%

**Cofounder, Product Designer**, Silhouette June 2025 – Current

- Owned end-to-end product design for iPad-first educational app teaching abstract art concepts through interactive play
- Lead product interface design from concept ideation and interaction flows to visual rendering implementation using CoreImage, Vision, and SwiftUI
- Built a modular design system, including custom vector assets and lighting controls

**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 testing and product metrics analysis

## Projects

---

**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

- Responsible for educating 100,000 annual museum visitors through play-based cymatics exhibit

**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

## 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