

Delora Li

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Education

Brown University
Class of 2023
BA in Computer Science,
Design pathway

Skills

Industry skills

Product strategy	User research
Interaction design	Data collection & analysis
Iterative testing	UX Audits
Brand design	
Design system	

Software

Figma	Blender	HTML
Sketch	Camtasia	CSS
Illustrator	Procreate	Javascript

Experience

Palantir

Product designer III Jul 2023 to present.

Led 0→1 product design for mission-critical operational workflows on Palantir Gotham. As the lead designer for Gotham's 3D geospatial work streams, owned end-to-end design for new 3D capture, surge-response, and mission-planning capabilities that pushed the platform into next-generation government and defense use cases.

- Led design for air-defense capture workflows, driving multiple high-impact 0→1 efforts.
- Designed advanced 3D mission-planning tools combining geo-visualization, temporal simulation, and AI-assisted decision systems.
- Built a space operating-picture interface for autonomous and manual tasking of drone-to-satellite sensors via AI-driven rules and human-in-the-loop controls.
- Modernized legacy data-entry systems, enabling full deprecation of a decade-old workflow and launch of a Palantir Titanium, a more intuitive, efficient experience.

Designed complex B2B workflows and user experiences for data integration, transformation, and operations platforms across Palantir Foundry. Led UX for data ingestion and usage workflows powering Palantir Foundry's object-centric data model.

Meta, ad creation team

Product design intern May 2022 to Aug 2022.

Designed and delivered product work streams that improved advertiser experiences and drove measurable business impact across Meta's ad creation ecosystem.

- Increased annual revenue by an estimated \$500K by designing and optimizing Info Label awareness and adoption within the Ad Creation template.
- Designed and shipped improvements to high-traffic video ad creation interfaces, enhancing usability and increasing successful ad setup rates.

Osmo

Product designer Jan 2021 to May 2022.

Collaborated with designers, PMs, and engineers to define and design core end-to-end experiences for Byju's Future School, a remote mixed-reality learning platform for K-12 students.

- Designed interactive learning flows and foundational product experiences spanning onboarding, instruction, and student-teacher interaction.
- Created the platform's branding and illustration system, producing polished, vector-based, space- and exploration-themed visual assets used across the app.

Nintendo

UX Design Intern Jun 2021 to Aug 2021.

Designed internal tooling and customer experience agent software for the Consumer Experiences team, improving efficiency and quality across high-volume support workflows.

- Conducted user research with agents and operations teams to identify workflow gaps, opportunity areas, and experience pain points.
- Designed functional prototypes and end-to-end product flows, partnering closely with engineering and leadership to align on requirements, validate solutions, and drive implementation.