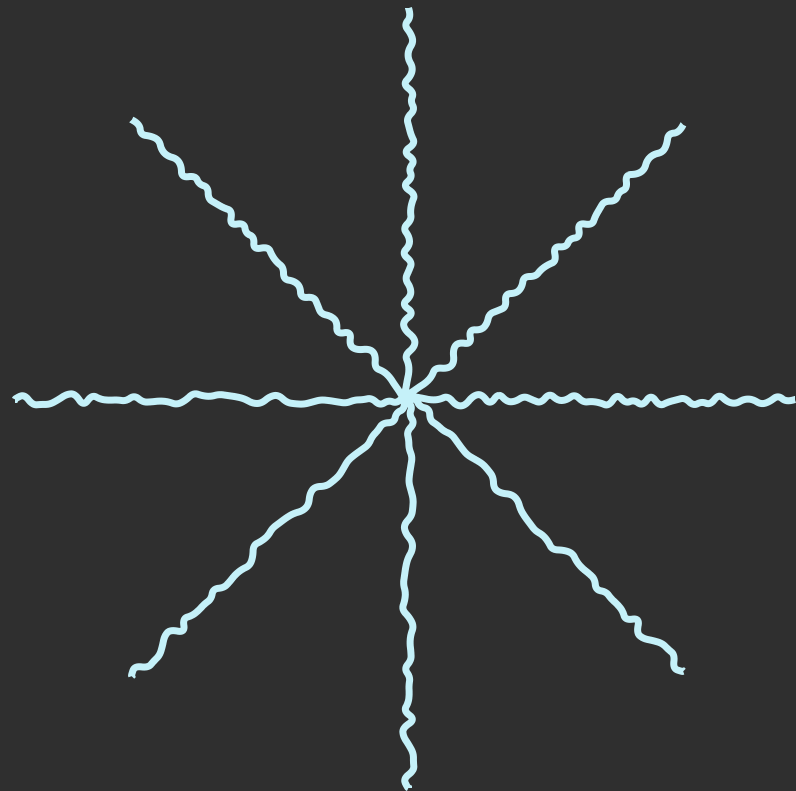


# BUILDING FIGMA DRAW



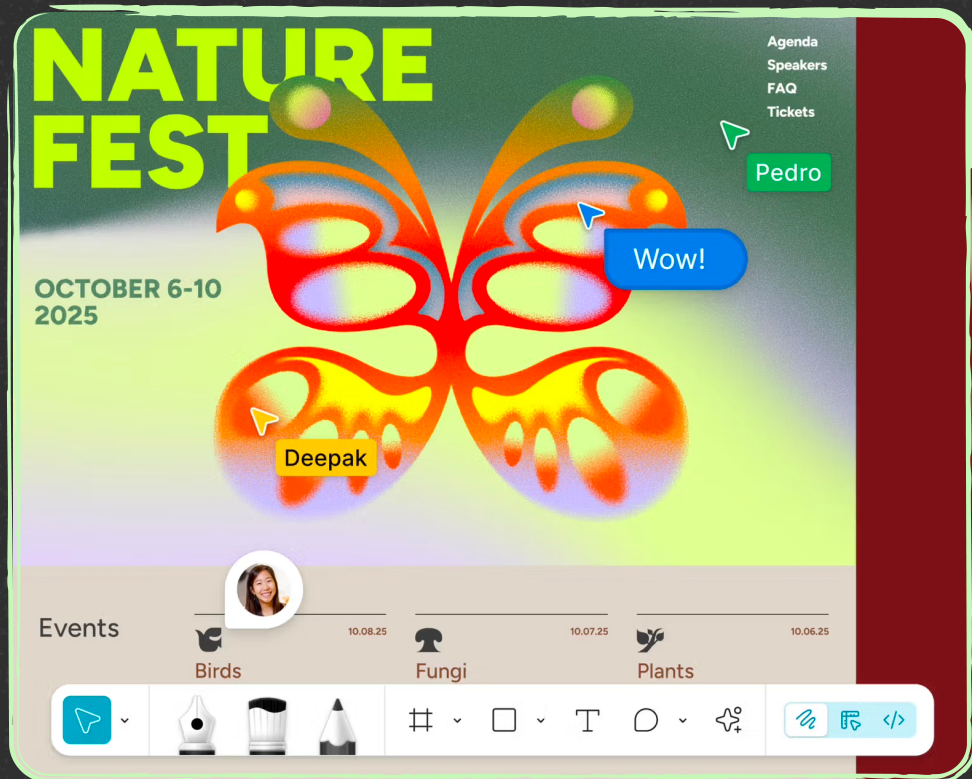
# about me

- Senior staff engineer
- Have been at Figma for 7 years
- Primarily core Figma editor experience, collaborating closely with product & design
- “Product hybrid” archetype
  - Aligns business + product/engineering
  - Can flex into more product-y roles
  - Has trust with XFN partners

# about me

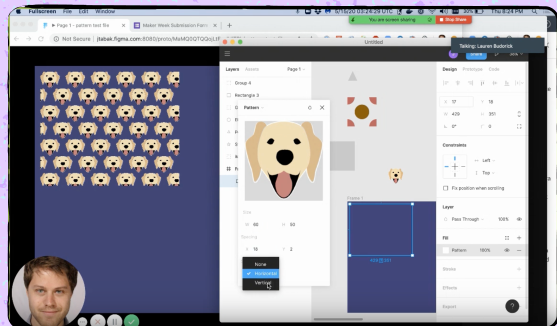
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figma draw

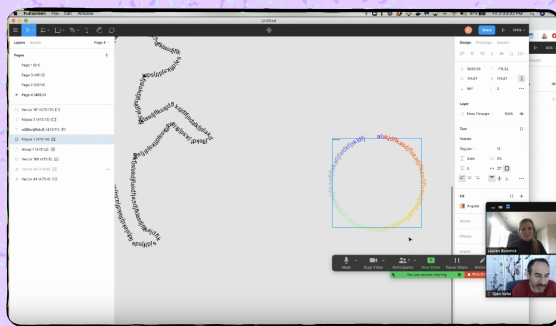


1

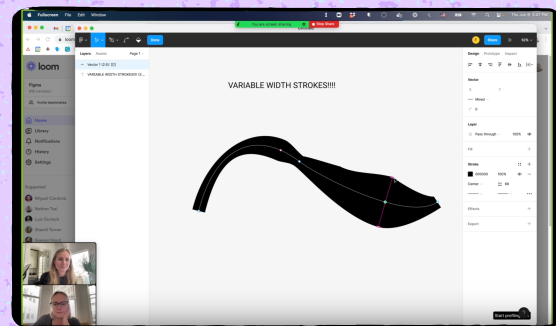
put yourself in the right position



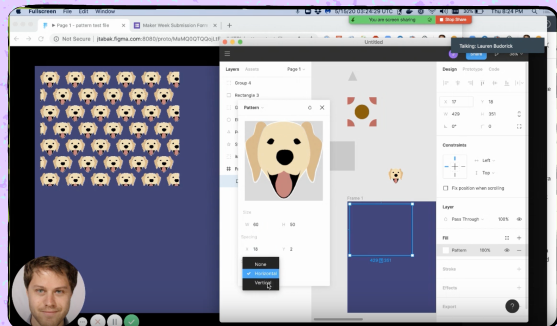
PATTERNS • 2020



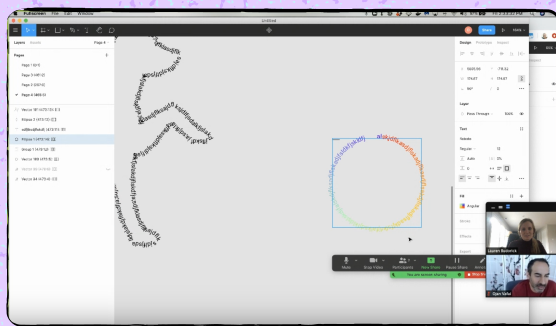
TEXT ON A PATH • 2020



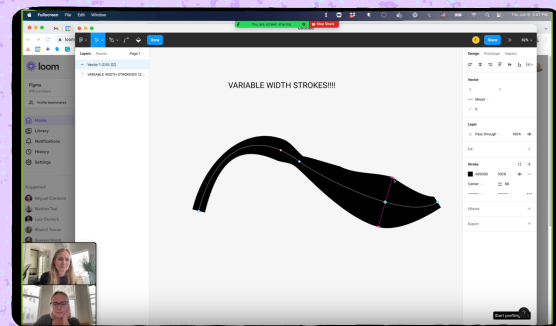
VARIABLE-WIDTH STROKE • 2022



PATTERNS • 2020



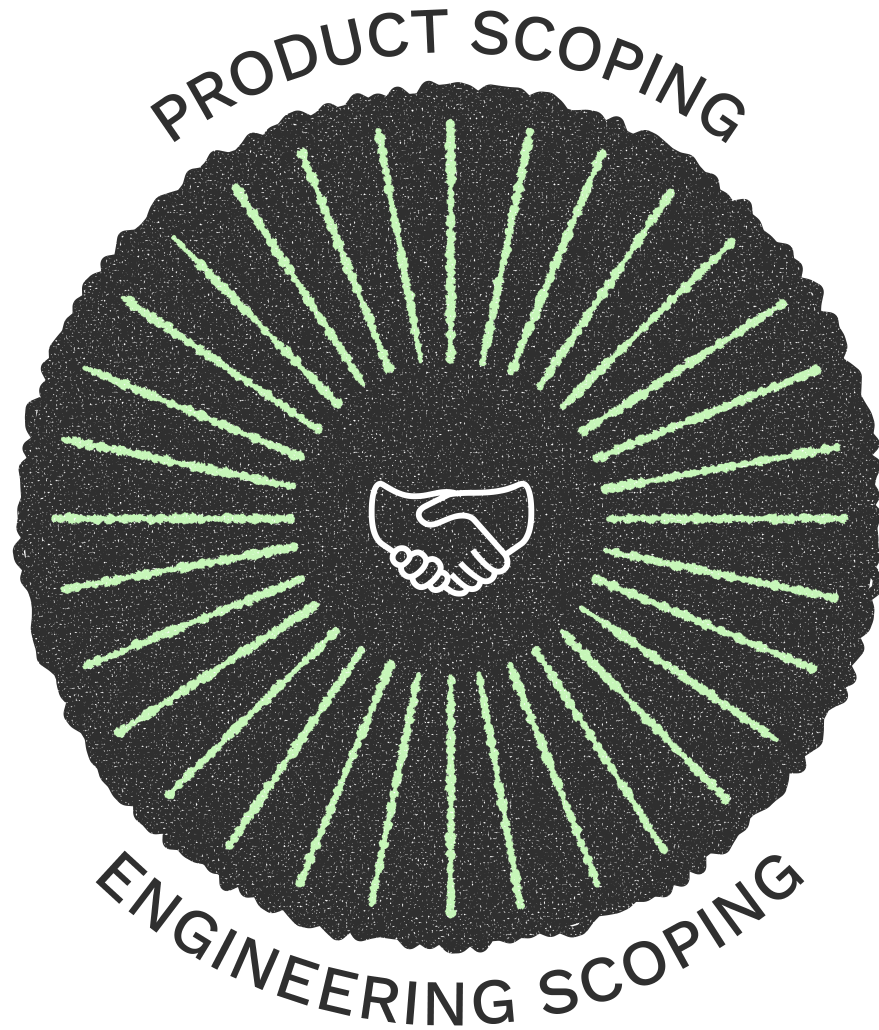
TEXT ON A PATH • 2020



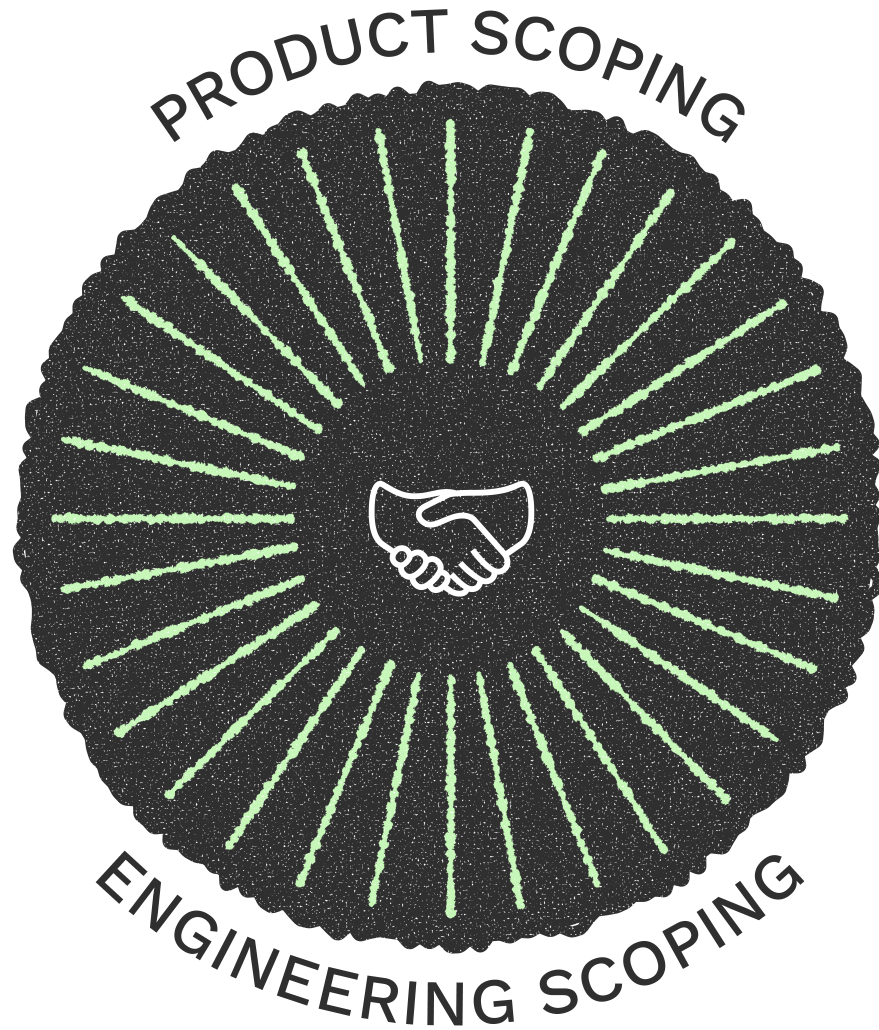
VARIABLE-WIDTH STROKE • 2022

- Advocate for the thing
- Demonstrate interest/expertise anyway

2

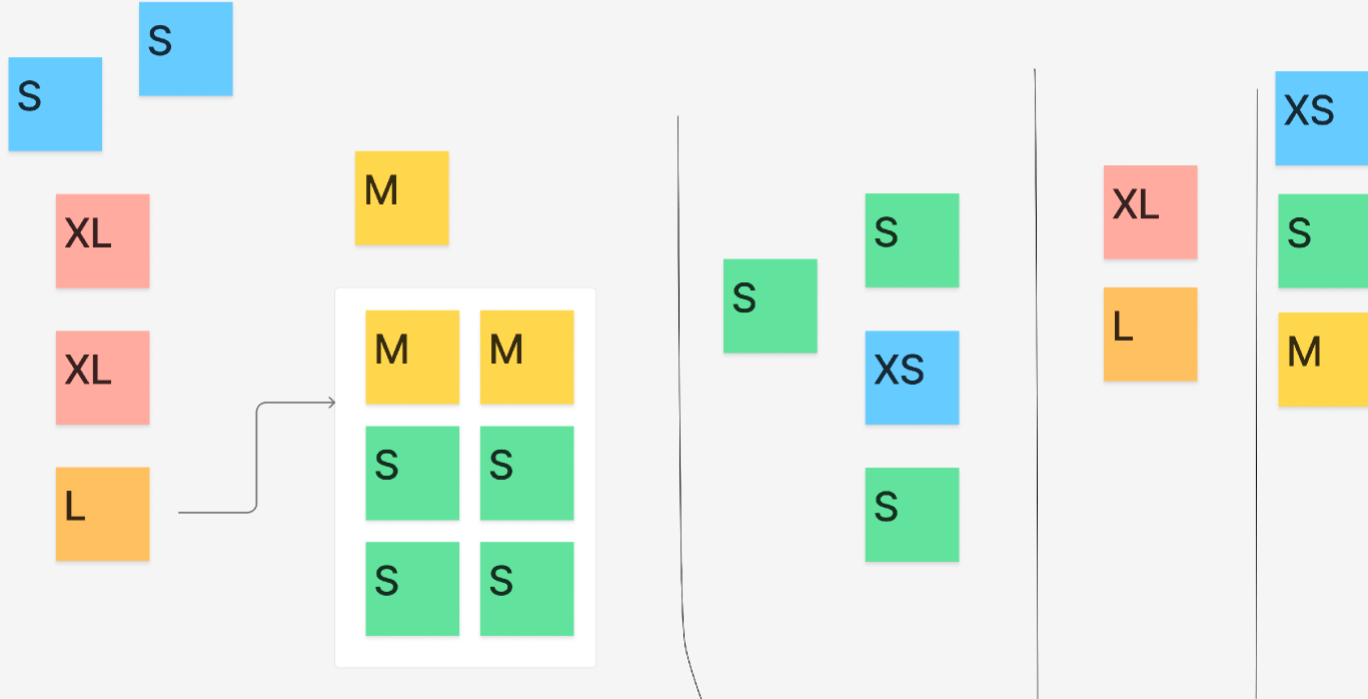
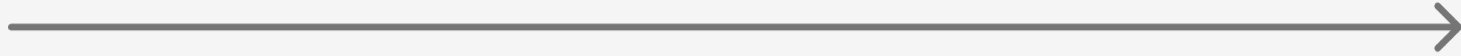
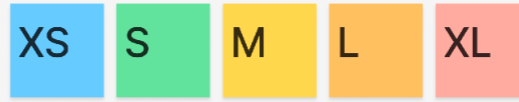


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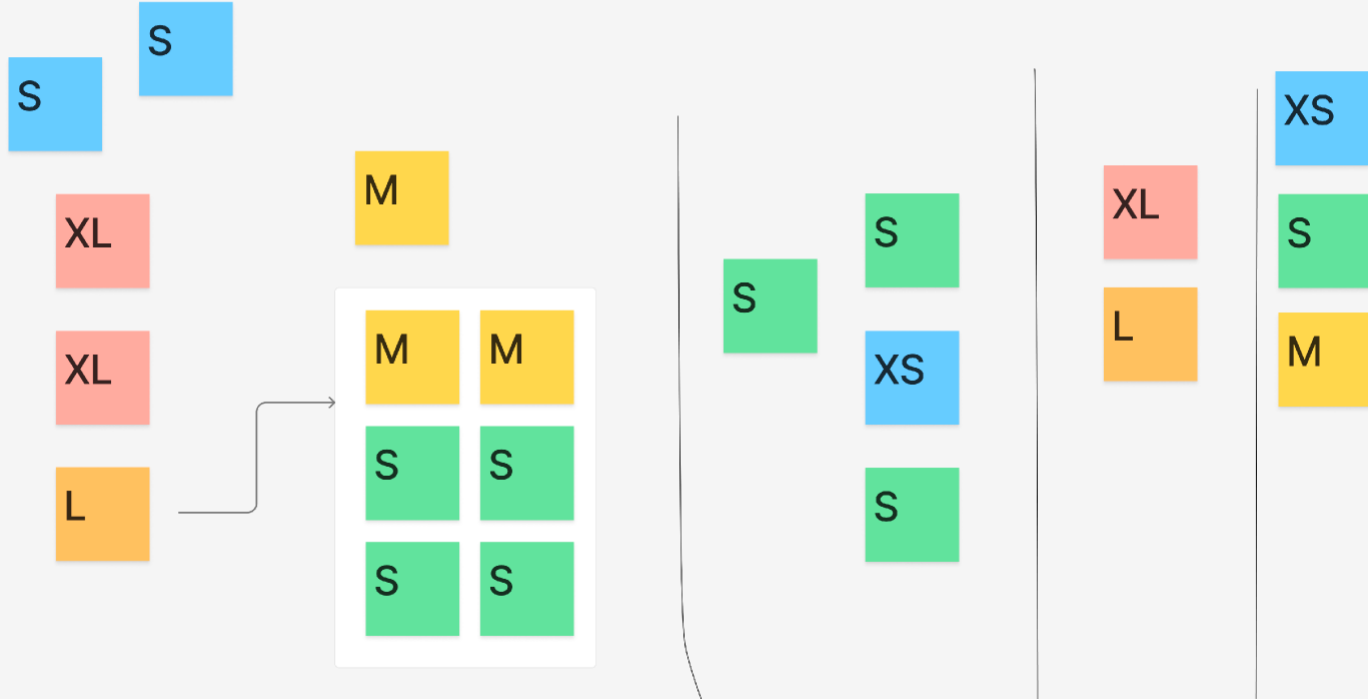
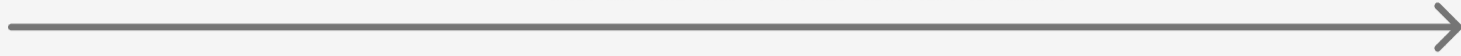
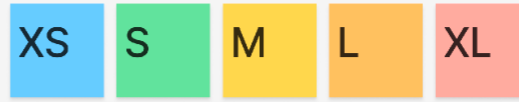
- Work in lockstep with product/design partners from the beginning
- Helping everyone understand the **impact x complexity** quotient for every idea = maximally impactful roadmap

KEY



potential cut lines

KEY



potential cut lines



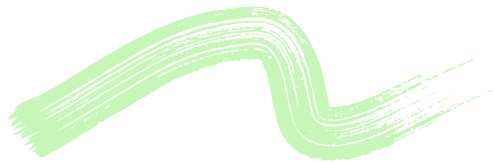
3

**DON'T JUST ASK FOR HELP;  
BUILD PARTNERSHIPS**

# CPU FEATURES

HELLO STAFFPLUS NYC

TEXT ON A PATH



STRETCH BRUSHES

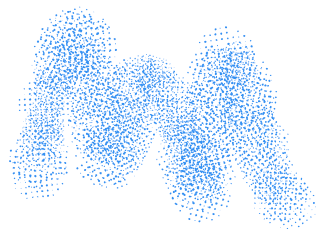


VARIABLE-WIDTH STROKES

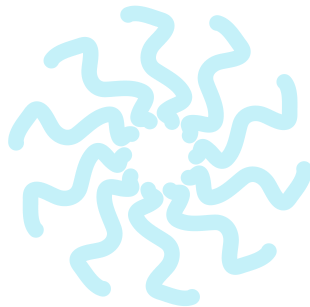


DYNAMIC STROKES

## KINDA BOTH

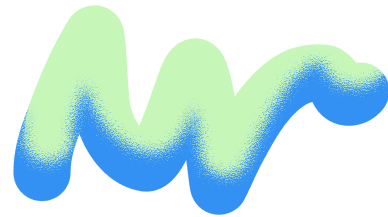


SCATTER BRUSHES

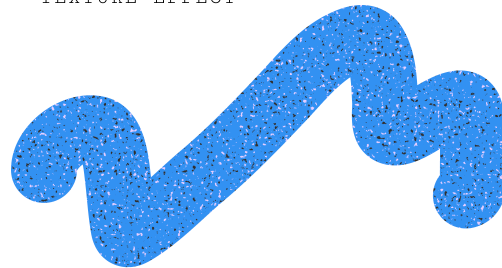


REPEATS

# GPU FEATURES



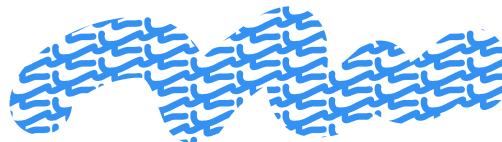
TEXTURE EFFECT



NOISE EFFECT



PROGRESSIVE BLUR EFFECT

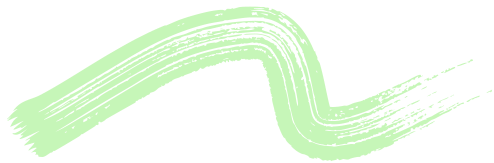


PATTERN PAINTS

# CPU FEATURES

HELLO STAFFPLUS NYC

TEXT ON A PATH



STRETCH BRUSHES

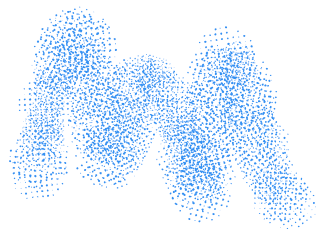


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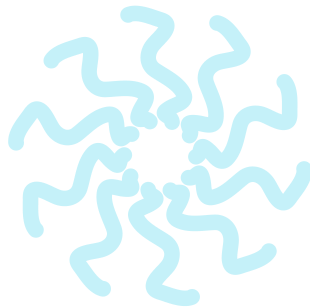


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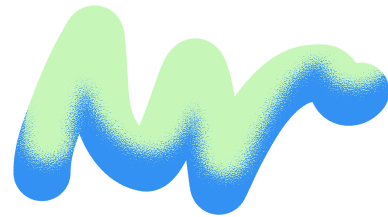


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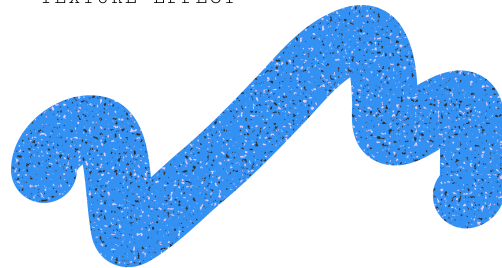


REPEATS

# GPU FEATURES



TEXTURE EFFECT



NOISE EFFECT



PROGRESSIVE BLUR EFFECT



PATTERN PAINTS

DO ONLY WHAT YOUR TEAM CAN BUILD

ASK ANOTHER TEAM  
TO HELP BUILD STUFF FOR YOU

ASK WHAT YOUR TEAMS  
CAN DO *FOR EACH OTHER*



4

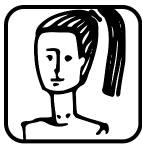
PUSH COMMUNICATIONS > PULL COMMUNICATIONS

4

PUSH COMMUNICATIONS > PULL COMMUNICATIONS



## #draw-pde-support

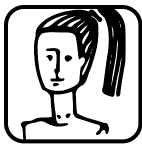


### Week of MM/DD

- Friendly high-level update
- Staffing updates
- Product + XFN updates
- Per-workstream updates
  - (mentions everybody)
- Not-yet-started projects status
- Upcoming milestones
- List of everything already shipped or partially shipped internally

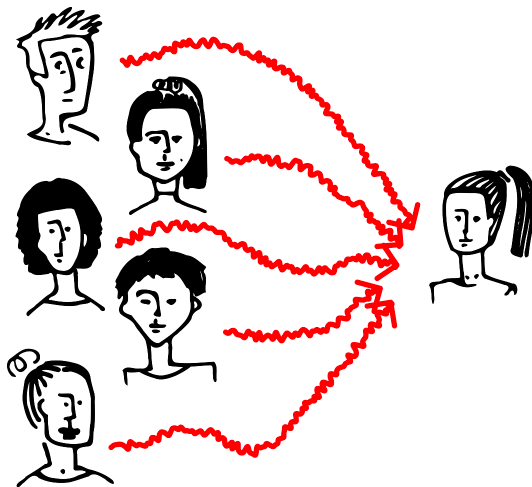


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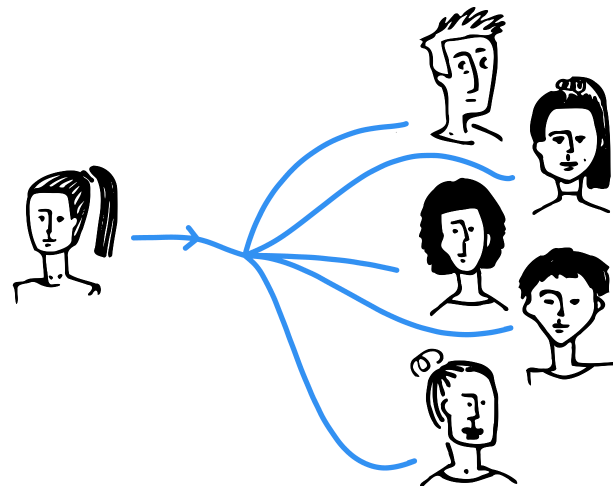


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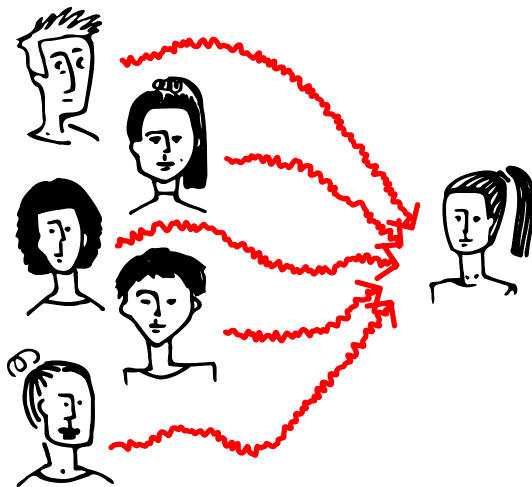
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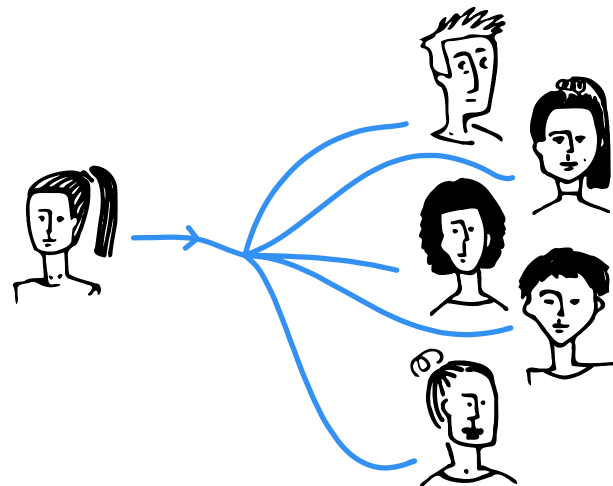
- Distracting
- Can become a leadership focus hotspot (bad)
- Causes thrash when they can only respond to what the team has already done



- Builds continual credibility
- Gives all ICs credit/visibility
- Catches existential concerns early
- Definitely worth 30 mins 1x/week



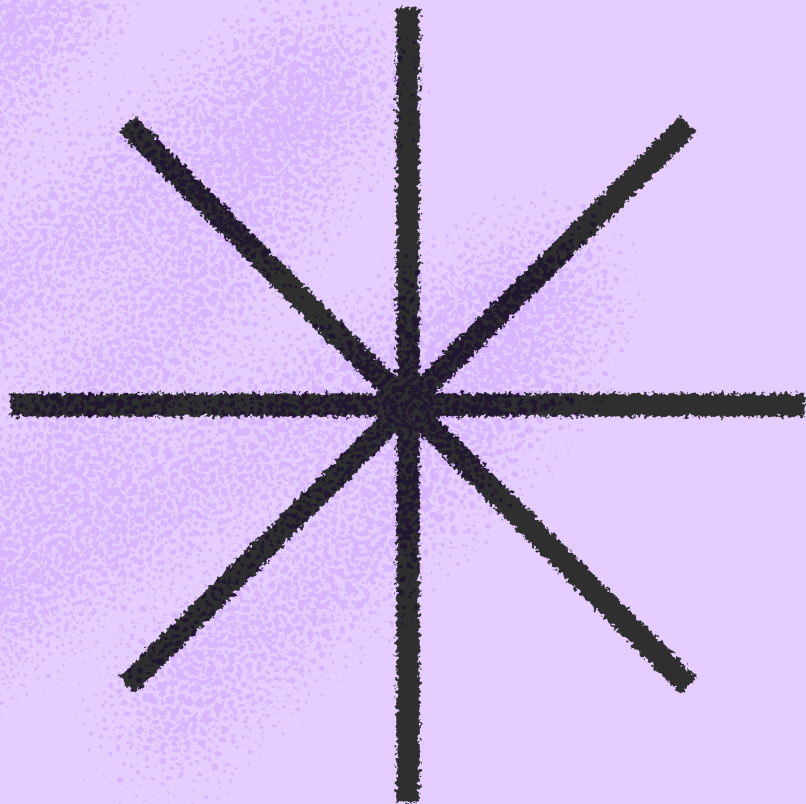
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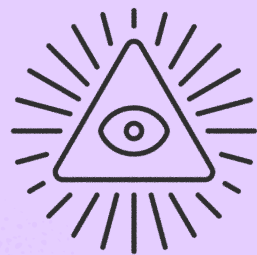
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5

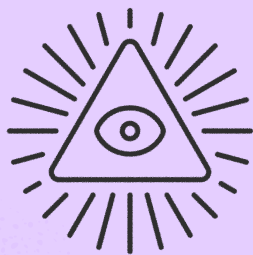
A HAPPY TEAM IS EVERYTHING



Your team needs culture carriers

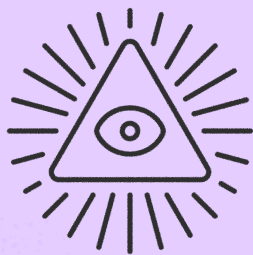


# Your team needs culture carriers



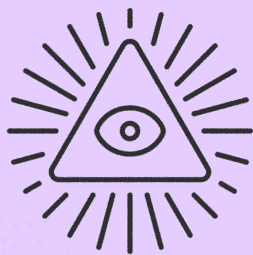
- Culture carriers make your team happy and cohesive
- A team that likes each other:
  - collaborates better
  - trusts each other more
  - builds better products + systems as a result
  - and draws in more people

# Your team needs culture carriers



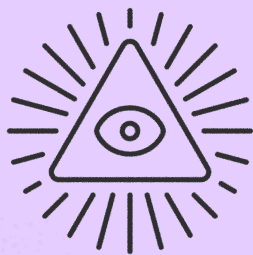
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Your team needs culture carriers



Your team craves ownership

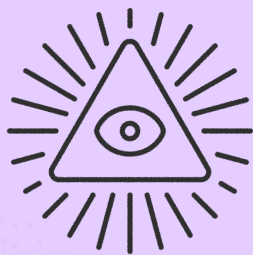
Your team needs culture carriers



Your team craves ownership

- Failure = too much or too little ambiguity
- Let people surprise you
- But stay close enough to help them know when to push back or cut scope

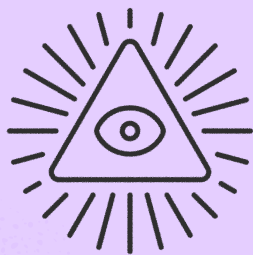
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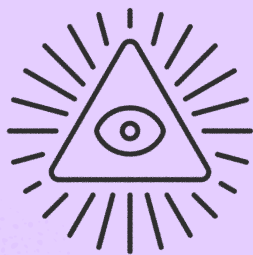
Your team needs culture carriers



Your team craves ownership

Your team needs experts (not just you)

Your team needs culture carriers



Your team craves ownership

Your team needs experts (not just you)

- Let other people be the go-to person
- Promotes their expertise + visibility, and your sanity



# Thank you!

@lbudorick

[linkedin.com/in/laurenbudorick](https://www.linkedin.com/in/laurenbudorick)

[figma.com/careers](https://www.figma.com/careers)