

SUMMARY

Senior design systems engineer with 8+ years of experience translating design intent into scalable, responsive UI systems. Deep expertise in Figma, React, TypeScript, WCAG, and AI-assisted workflows — with a proven track record of building design systems from the ground up.

SKILLS

Design Systems

Design Tokens

Component Architecture

Accessibility

Responsive Design

Storybook

Claude Code

Codex

Cursor

Figma MCP

Rapid Prototyping

React

TypeScript

JavaScript

HTML

CSS

Tailwind

Git

EXPERIENCE

Senior UI/UX Engineer

Apr 2024 - Jun 2026

CAP Index

Austin, TX

- Founded and scaled CAP Index's **design system** from the ground up, partnering with engineering to ensure strong parity between Figma libraries and production code — serving a platform relied on by **80% of Fortune 100 companies**.
- Rapidly prototyped interactive flows** using Claude Design, Figma AI, and Google Stitch for stakeholder validation.
- Architected and delivered **250+ composite components** with variants and states in Figma, closing the design-to-code gap by refining and validating components alongside developers in React and TypeScript.
- Leveraged **AI-assisted tools** including Claude Code and Codex to accelerate **design-to-code workflows** and component iteration.
- Defined a new brand color palette and propagated it system-wide through a structured **design token architecture**.
- Designed and implemented an accessible **light and dark mode**, applying **WCAG** standards across component states and surfaces.
- Conducted a full design audit and produced **300+ hi-fi mockups** redesigning the majority of the enterprise application, modernizing and unifying the interface.
- Built and maintained reusable **responsive component behavior** across breakpoints for mobile, tablet, and desktop.
- Established **Storybook** documentation and component standards adopted by **10+ developers** across multiple teams.
- Mentored a junior designer** over 12+ months, developing their design systems expertise and guiding them to full feature ownership.

Lead Front-End Engineer

Aug 2018 - Mar 2024

Barron Associates

Charlottesville, VA

- Served as lead designer and developer across **multiple million-dollar projects**, architecting reusable UI component systems and documenting patterns to ensure consistency across long-running product lines.
- Designed and implemented **responsive UI systems** across Windows, Android, and VR, ensuring consistent visual and interaction quality across platforms and different resolutions.
- Established a **design token architecture** as the single source of truth for color, typography, and spacing across all projects.
- Collaborated with **cross-functional teams** including researchers, engineers, and clients, incorporating user research and stakeholder feedback into iterative UI development.
- Developed **10+ C# applications** end-to-end in Visual Studio, applying object-oriented principles and design patterns to generate maintainable, scalable code.
- Conceived and executed the vision for the **award-winning** NeuroSPARKS educational games, recognized with the 2022 Back to School Tech & Learning Award of Excellence.
- Built and integrated a **user metrics tracking system**, synthesizing user research to drive data-informed UI decisions across products.

EDUCATION

Clemson University

May 2018

B.S. in Computer Science

Clemson, SC

Minor: Digital Production Arts