Austin Robinson

Design System Lead, Tesla

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Tesla
Austin, TX

Staff UX Designer, Design Systems — Aug 2023–2024

- Audit, create, and document new and existing design patterns, which are then published to UI kits, code packages, and the design system website.
- Work to determine strategic direction for the system, prioritize initiatives, and establish and nurture relationships cross-functionally with product teams.
- Drive cross-platform consistency across Web, Native Mobile (iOS and Android) and Vehicle experiences, working to align different product organizations to one standard.
- Lead and train designers contributing new and existing patterns to the system.
- Serve as the design lead for the system, sending communications on new releases, providing support, and collaborating with product teams to take in requests and feedback.
- Redesigned the iconography system based on new foundations, which has been scaled across every major product and platform at Tesla.
- Serve as the primary educator and admin in leading the company's transition from Sketch to Figma.

Senior UX Designer, Design Systems — Apr 2021–Aug 2023

Paper Crowns
Freelance   Jan 2020–Present

Front-End Engineer

Designing and building websites and web applications for big name companies in the gaming space such as Activision/Blizzard, Supercell, and more.

HP
Austin, TX

Design Lead, Design Systems — Feb 2020 – Apr 2021

UX Designer, Design Systems — Jan 2019 – Feb 2021

UX Design Intern — May 2017 – Jan 2019

Education

Texas A&M University
College Station, TX

Bachelor of Business Administration – Information Systems