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Design Systems & Operations Lead
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PROFESSIONAL SUMMARY

Experience: 12+ years of professional experience as an engineering and design leader working on design systems.
Primary Skillset: 10 years of experience leading design systems teams. Designing, engineering, and architecting robust, scalable, and accessible solutions for high-traffic platforms.
Secondary Skillset: Proficient in accessibility best practices and the WCAG 2.2 spec.
Relevant Highlight: Expertise in 0-1 design system creation and implementation, reducing overhead and improving product team velocity.
Key Achievement: Spearheaded a library overhaul to implement Typescript, improving developer experience, reducing errors, and enabling additional AI tooling.
Education: Bachelor of Science in Arts Technology

Technical Skills

Languages: HTML, CSS, JavaScript
Frameworks & Libraries: Vue, React, Astro, Typescript, Sass, Stylus
Tools & Platforms: Git, Figma, Adobe, Dovetail, Storybook
Methodologies: Agile, Scrum, Kanban, Wireframing, User Testing, KPIs, OKRs, Product Increment Planning

EXPERIENCE

Discovery Education

Lead, Design Operations   *Jul 2024 – Oct 2025*
- Architected and led the redevelopment of our design system to integrate typescript for increased developer productivity and integration with additional systems.
- Spearheaded the creation of a storybook setup alongside our standalone documentation to provide automated interaction and accessibility test coverage for all components.
- Implemented rotating design team critique groups, engaging designers in cross-product collaborative critique sessions, improving overall design literacy and collaboration.
- Implemented a Design Operations practice at an organization with 40+ designers and no formal operational support, bringing teams and processes into alignment, reducing overhead and increasing collaboration.
- Spearheaded the coaching and implementation of product discovery within the organization. Increasing dedicated time for customer interviews at the onset of a project, and implementing tracking of success metrics.
- Created resources for onboarding and learning Figma fundamentals. Focusing on understanding Auto Layout and how it relates to the box-model engineers use to build applications, improving the "handoff" process between design and engineering.

Senior Product Manager, Design Systems   *Mar 2023 – Jun 2024*
- Lead a core team of designers and engineers responsible for designing, building, and maintaining the Nebula Design System used by Discovery Education's core products.
- Oversaw design systems contributions from internal and external team members, conducting regular code reviews and coaching sessions that resulted in over a 90% adoption and usage rate of design system code.
- Implemented "Design System Office Hours" where designers and engineers could seek assistance or guidance on questions related to implementing or contributing to the design system, reducing project delays and increasing product team velocity.

Product Manager, Design Systems   *Mar 2022 – Mar 2023*
- Architected the creation of the Nebula Design System for Discovery Education.
- Migrated from a Grunt and Nunjucks system to a Vite and Vue system, improving package build and release times by 10x.
- Implemented a design-tokens based theming model to allow for customization of components by product teams, reducing bottlenecks and improving team agility.
- Implemented a complete visual overhaul improving the brand identity, usability, and ensuring accessibility coverage for all system components.
- Implemented accessibility training for the design and engineering teams, and integrated accessibility reviews as part of all code and design review processes.

Front-end Developer   *Jul 2016 – Mar 2022*
- Designed and Engineered components for the Comet Design System. Reducing product code duplication by 60%.
- Engineered custom documentation site for Comet Design System, documenting 30+ components and principles.
- Designed and built an updated homepage experience for the Discovery Education product, updating to a modern interface and prioritizing suggested actions to keep users engaged.
- Engineered the front-end experience for the Discovery Education Studio product. Allowing users to create their own lessons and activities within the Discovery Education platform.

Situation Interactive
Front-End Developer   *Feb 2015 – Jun 2016*
- Implemented common components and patterns across teams and projects reducing design and development time and increasing productivity by 40%.

BrandWizard
Front-End Developer   *June 2014 – Feb 2015*
- Spearheaded redevelopment of internal testing system by overseas teams to ensure products met QA goals, reducing turnaround time by 20%.

Aisle Rocket Studios
Front-End Developer   *April 2013 – May 2014*

PROJECTS

W3C Design Tokens Community Group
Contributing Member   *Jul 2019 – Present*
- Sharing design properties such as a color palette across many tools and platforms should be simple.
- The DTCG's goal is to provide standards upon which products and design tools can rely for sharing stylistic pieces of a design system at scale.
- We believe that a common way to share design tokens will unlock efficiency opportunities for plugins, design system teams, product teams, and end-users of design tools.

URL: https://www.w3.org/community/design-tokens/

Design Systems Podcast
Guest   *Jul 2023*
- Adam and Chris discuss the power of design systems and their ability to break down barriers between designers and developers.

URL:
https://www.designsystemspodcast.com/episodes/episode/791d8bf0/75-adam-sedwick-senior-product-manager-harnessing-the-power-of-design-systems-to-unify-your-team

EDUCATION

Illinois State University   *2011- 2012*
Bachelor of Science in Arts Technology

Elgin Community College   *2009 - 2011*
Associate of Arts in Graphic Design