

Eric Guess

Product Designer – Design Systems & Platform UX

Product designer with 15+ years of experience contributing to large-scale design systems and platform experiences. Strong background in component libraries, interaction patterns, and visual polish, with a focus on accessibility, scalability, and collaboration with engineering. Comfortable working within established systems while evolving patterns through iteration, experimentation, and emerging AI-assisted workflows to meet new product needs.

Contact

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Skills

Component Libraries & UI Patterns

Visual & Interaction Craft

AI-Assisted Design & Rapid Prototyping

Accessibility & Inclusive Design

Design Systems Architecture

Figma (auto layout, components, props, variables, slots)

Design Token Integration

Front-End Collaboration

UX Leadership & Mentorship

Documentation (Zeroheight, Supernova, custom guides)

Experience

Conduent — Senior UX/UI Product Designer

2020 – 2024

- **Contributed to the design and evolution** of a shared component library and UI pattern system supporting multiple enterprise products & teams.
- **Designed and refined core controls, layout patterns, and interaction behaviors** with a strong focus on clarity, consistency, and visual polish.
- **Partnered closely with engineers and UX engineers** to QA implementations, validate design intent, and iterate on component behavior.
- **Applied inclusive design and accessibility principles** directly within components and interaction patterns, ensuring usability across keyboard, screen reader, and zoom-based scenarios.
- **Participated in design critiques and cross-team reviews** to align on shared visual language, pattern usage, and feasibility.

FM:Systems — Senior User Experience Designer

2018 – 2020

- **Helped define and maintain a mobile-first design system**, contributing reusable components and interaction patterns across web and responsive experiences.
- **Balanced familiarity and innovation** while evolving shared patterns across a growing SaaS platform and diverse user workflows.
- **Collaborated with engineering** to ensure scalable, performant, and accessible component implementations.

Ultraling Healthcare Solutions — Lead Product Designer

2017 – 2018

- **Streamlined medical imaging workflows** for physicians and technicians using data-driven design.
- **Initiated a collaborative design system**, enabling faster iteration and consistent UI across the product suite.
- **Improved communication across teams**, ensuring design scalability as the company grew.

Earlier Roles — UX, IA & Front-End Design

2011 – 2016 | *Various Agencies & Product Teams*

Held several design roles across agencies and tech companies, including **Red Hat, Cardinal Solutions, Smashing Boxes, ReverbNation, and AtlanticBT.**

- Delivered user-centered designs for web apps, responsive websites, and SaaS platforms.
- Led redesigns that improved usability and engagement, including navigation UX for Red Hat's Customer Portal and the MVP launch of Stealz loyalty mobile app.
- Created scalable pattern libraries and front-end components to unify digital experiences across products and brands.
- Collaborated with cross-functional teams on global IA, usability testing, and accessible design standards.