

# Klarence Nathaniel OuYang

Design Technologist, UI Architect, UX Engineer

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Frontend Architecture | Design Systems | Accessibility (WCAG 2.1 AA) | Usability | UX Engineering | User-centered Design Thinking

## Career Summary

Staff-level UX/UI Engineer with 10+ years of experience architecting design systems, driving accessibility compliance (WCAG 2.1 AA), and optimizing frontend infrastructure for scalability. Track record of accelerating developer workflows, enhancing usability, and delivering inclusive, high-performance experiences for global enterprises.

## Professional Experience

*Apree Health* | Remote in Austin, TX

**Lead UI Engineer, Front End Infrastructure** | 2023 – 2024

*Castlight Health* and *Vera Whole Health* combined under *Apree Health*.

- **Drove accessibility strategy** across web applications, ensuring WCAG (2.1 AA) compliance and reducing accessibility-related defects.
- Developed and delivered accessibility training for 50+ engineers and designers, increasing adoption of inclusive design practices across teams.
- **Redesigned and expanded the UI Component Library** with accessibility-first principles, accelerating delivery of inclusive interfaces.
- **Engineered enterprise-grade white-labeling capabilities**, reducing onboarding time & enabling highly customized deployments at scale.

*Castlight Health* | San Francisco, CA (Remote since Mar 2020)

**UI Engineer → Lead UI Engineer, Design Systems** | 2019 – 2024

- **Led a cross-functional Design Systems team**, aligning engineering and design efforts to deliver a scalable, enterprise-wide UI component library.
- **Architected & scaled a Design System in Storybook**, reducing design debt & accelerating UI implementation for multiple product teams.
- **Optimized CI/CD and build processes**, achieving 30%+ faster builds and reducing deployment friction across the engineering organization.
- **Extended the Design System to iOS and Android platforms**, ensuring feature parity and a unified brand experience across web and mobile.
- **Implemented mobile-first, responsive design best practices**, enhancing usability & accessibility across diverse screen sizes & devices.
- **Consolidated native and web repositories**, eliminating redundancy, reducing maintenance costs, and streamlining release cycles.

*Cisco Systems* | San Jose, CA

**IT Analyst - UX Designer & Developer** | 2014 – 2018

- **Led UX and front-end development** for enterprise partner applications, reducing UI defects and accelerating delivery timelines.
- Built a reusable component library (HTML/CSS/JS), reducing development time by 20%+ and ensuring design consistency across enterprise apps.
- **Developed and maintained a scalable CSS framework**, standardizing styles and improving design efficiency for multiple engineering teams.
- **Conducted usability testing and audits**, implementing UX improvements that increased task completion rates & reduced user friction.

## Teaching Experience

*Austin Community College* | Austin, TX

**Adj. Prof. - Responsive Design** | 2025

- Teach web design principles including HTML5, CSS3, **responsive design**, and usability best practices, equipping students with industry-ready skills.

*Trilogy Education* | San Francisco, CA

**UX/UI Design Teaching Assistant @ Berkeley Bootcamp** | 2020

*24-week bootcamp covering UX Design, UI Design, and Frontend Dev Principles*

- Mentored 50+ students in two 24-week UX/UI bootcamp, mentoring students in design thinking, interaction design, data visualization and prototyping workflows.

## Education

*San Jose State University*

**B.S. Management Info. Sys. — 2013**

*MiraCosta College (San Diego)*

**A.A. Web Dev. & Design — 2011**

## Certificates

MIT CSAIL

**Human-Computer Interaction**

**UX Design Certificate — 2018**

## Skills

**Accessibility & Usability**

WCAG 2.1 (AA), WAI-ARIA, Screen Reader Testing, Information Architecture

**Frontend Development**

HTML5, CSS3/SASS, JavaScript (TypeScript), Angular, React, Next.js, RxJS, Python, Django

**Architecture & Tooling**

Git, Webpack, Vite, Gulp, Docker, Kubernetes, CI/CD (Jenkins, Travis), Micro-services, Code Linters (eslint, htmlhint, stylelint)

**Databases/Backend**

Node, Express, SQL, NoSQL

**Design Systems**

Storybook, Web Component Libraries, BEM, Tailwind, Bootstrap

**UX Methods**

Wire-framing, Journey Mapping, Card Sorting, Content/Task Analysis, Persona, Heuristic Evaluations, Usability Testing

**Prototyping & Design Tools**

Figma, Sketch, Adobe XD, Illustrator, OmniGraffle, Code (HTML/CSS/JS)