



Klarence OuYang

UX Engineer, UI Architect, Design Technologist

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CSS/SASS Architecture | Design System Architecture | Usability & Accessibility
Responsive Design/Development for Mobile to Web | Product Design
Web Performance | User-centered Design Thinking | Agile Methodologies

Career Summary

Innovative, design technologist with more than 7 years of experience working with multi-functional teams and global business & IT units. Creative cross-functional leader credited for enhancing the collaborative design and development process. Agile and usability specialist skilled at improving productivity and efficiency, and decreasing time to delivery and increasing customer satisfaction.

Professional Experience

Castlight Health | San Francisco, CA (turned Remote – Austin, TX) 2019 – Present

Lead UI Engineer, Design Systems

Design Systems team bridging the gap between our designers and engineers.

- Developing and maintaining internal design system, a pattern and component library built in SASS(SCSS), HTML, and TS (Angular & Ionic)
- Improving developer experience by creating cross-platform UI components, easier to use cross-platform SASS mixins, and linting for best practices and browser compatibility
- Set standards and best practices to ensure code quality for styling and templating
- Updated the SASS module loading architecture which improved the build performance of our main product apps (~12min to ~4min)
- Expanded company's design system to cover mobile

Cisco Systems, Inc. | San Jose, CA 2012 – 2018

UX Lead - UI Developer and Designer | 2014 – 2018

Managed the Design & Frontend code (UI) for several internal partner applications (partner portal), from onboarding thru reporting.

- Led design and frontend code for Cisco Partner Locator (Public Project)
- Consulted as internal Subject Matter Expert (SME) for UI conflicts (CSS/JS) user experience, accessibility, and usability issues
- Co-developed an internal CSS framework (LESS)
- Built reusable components (HTML, CSS, JS)
- Created a UI Kit Style Guide (Adobe Xd) based on internal brand guide
- Authored user journey maps, user flow diagrams, architectural diagrams, wireframes, mockups, and prototypes (both hotspots and code)
- Served as project manager, scrum master, and usability coordinator

San Jose State University | San Jose, CA 2011 – 2013

Web Developer & Designer

Developed and maintained the SJSU Career Center website.

- Co-led the website transition to a Content Management System (CMS)
- Designed/Developed responsive templates for external email marketing
- Created graphic design materials for print and web
- Supported IT as needed, Active Directory, printer/computer issues

Teaching Experience

Trilogy Education | San Francisco, CA 2020

UX/UI Design Teaching Assistant @ Berkeley Bootcamp

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

Education

UX Design Certificate:

Human-Computer Interaction

MIT CSAIL – May 2018

B.S. Business:

Management Information Systems

San Jose State University – Dec 2013

A.A. Web Development & Design

MiraCosta College – May 2011

Skills

Tech

CSS / SCSS / LESS

Semantic HTML (Accessible)

Vanilla JavaScript + AJAX

- Angular

- Node + Express + npm

Django (Python)

Build Tools (Webpack / Gulp / Grunt)

Version Control (Git – GitLab / GitHub)

Linters (stylelint, htmlhint, tslint, eslint)

Design

Responsive Design (Mobile First)

Information Architecture

Interaction Design

Data Visualization

Human-centered Design Thinking

Visual Design / Graphic Design

Prototyping Tools

Figma / Sketch + InVision

Adobe Suite (Xd, Ai, Ps, Ae, Pr, etc.)

Code (HTML/CSS/JS)

OmniGraffle / Miro (User Flows)

UX Methods

Persona

Card Sorting

Wireframing

User Journey Mapping

Content/Task Analysis

Heuristic Evaluation

Usability Testing