

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*.

- Led accessibility strategy and ensured full WCAG 2.1 AA compliance across web apps, reducing accessibility-related defects and improving user satisfaction.
- Developed and delivered accessibility training for dozens of engineers and designers, achieving a measurable increase in adherence to accessibility best practices.
- Redesigned and expanded the UI Component Library with accessibility-first principles, accelerating product teams' delivery of inclusive interfaces.
- Engineered white-labeling capabilities for enterprise clients, reducing onboarding timelines and enabling tailored experiences at scale.

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

Lead UI Engineer, Design Systems | 2022 – 2024

UI Engineer, Design Systems | 2019 – 2022

- Led a cross-functional Design Systems team, aligning design and engineering efforts to deliver a scalable, company-wide component library.
- Architected and maintained a Design System in Storybook & Angular, reducing design debt and improving UI consistency.
- Optimized build tooling, achieving 30%+ faster builds and reducing CI/CD pipeline times.
- Extended the Design System to native platforms (iOS & Android), improving feature parity and unifying brand experience across devices.
- Implemented Mobile First responsive design best practices, improving usability across all screen sizes.
- Consolidated native and web repos, reducing redundancy and streamlining engineering workflows.

Cisco Systems | San Jose, CA

IT Analyst - UX Designer & Developer | 2014 – 2018

- Led UX and frontend engineering for enterprise apps, reducing UI defects and accelerating delivery.
- Built reusable HTML, CSS, and JavaScript components, reducing development time and increasing design consistency across multiple applications.
- Developed and maintained a scalable CSS framework, standardizing styles and improving design efficiency for multiple engineering teams.
- Performed usability testing and reviews, implementing design fixes that improved task completion rates and reduced friction for end users.

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

- Supported a 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

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

Accessibility & Usability

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

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)