Klarence Nathaniel OuYang

Design Technologist, UI Architect, UX Engineer

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Frontend Architecture | UX & Design System Architecture | Accessibility & Usability | Web Performance | Responsive Design | User-centered Design Thinking | Agile Methodologies

Career Summary

Innovative UX Engineer with over a decade of experience collaborating with cross-functional teams across global business and IT sectors. A creative leader fostering collaborative design and development processes. Specializes in accessibility and usability, adept at enhancing engineering productivity, streamlining workflows, and elevating customer satisfaction metrics.

Professional Experience

Apree Health | San Francisco, CA (Remote in Austin, TX)

Lead UI Engineer, Front End Infrastructure | 2022 – 2024

Castlight Health was acquired by Apree Health

- Championed accessibility initiatives, ensuring WCAG 2.1 AA compliance through the adoption of inclusive design practices and accessibility standards
- Led educational efforts on accessibility, increasing team awareness and adherence to best practices
- Enhanced the usability and inclusivity of the UI Component Library, improving cross-project accessibility
- Developed and implemented white-labeling solutions, creating customizable client experiences

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

Lead UI Engineer, Design Systems | 2019 – 2022

Design Systems team bridging the gap between our designers and engineers

- Designed and maintained a comprehensive Design System using Storybook and Angular, improving consistency across digital products
- Boosted application build performance by over 30% by optimizing build processes and eliminating redundant dependencies
- Expanded the Design System to include mobile platforms (iOS & Android), ensuring uniform user experiences across devices
- Promoted responsive web design principles, enhancing user experience across diverse screen sizes and devices
- Unified codebases for native and web applications, reducing redundancy and streamlining development processes

Cisco Systems | San Jose, CA

UI Developer and UX Analyst | 2014 – 2018

- Directed the design and front-end development of partner applications, resolving UI code conflicts and maintaining smooth project execution
- Created reusable HTML, CSS, and JavaScript components, streamlining development and production processes
- Contributed to the development of an internal CSS framework, standardizing styles across applications
- Conducted usability reviews to identify and address issues, resulting in improved user satisfaction and iterative enhancements

Teaching Experience

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

- Assisted in facilitating modules on Design Thinking, Interaction Design, and Web Prototyping

Education

B.S. Management Info Systems — 2013
San Jose State University

A.A. Web Dev & Design — 2011
MiraCosta College

Certificates

UX Design - Human-Computer Interaction — 2016
MIT CSAIL

Skills

Technical
Semantic HTML (Accessible)
CSS / SASS Styling Architecture
JavaScript (+ TypeScript), Python
- Angular, React, Next.js, Django
- Node, Express, SQL, NoSQL
- RxJS, Redux, Microservices
- Jest, Mocha, Karma

WAI-ARIA, Screen readers
CI/CD, Git, Jenkins, Travis, Gulp,
Webpack, Storybook, Docker, K8S
Code Linters (eslint, htmlhint, stylelint)

Design
Responsive Design (Mobile First)
Information Architecture
Interaction Design
Data Visualization

Prototyping Tools
Figma, Sketch, Adobe xD, Ps, Ai, etc.
Code (HTML/CSS/JS)
OmniGraffle, draw.io (User Flows)

UX Methods
Persona
Card Sorting
Wire-framing
User Journey Mapping
Content/Task Analysis
Heuristic Evaluation
Usability Testing