 [**Klarence** OuYang](https://www.linkedin.com/in/klarence/)

UX Engineer, UI Architect, Design Technologist

[www.klarence.net](http://www.klarence.net) [klarence.ux@gmail.com](mailto:klarence.ux@gmail.com)

**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

*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*](https://www.cisco.com/c/en/us/partners/tools.html)*.*

* Led design and frontend code for [Cisco Partner Locator](https://locatr.cloudapps.cisco.com/WWChannels/LOCATR/openBasicSearch.do) (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*](http://www.sjsu.edu/careercenter/)*.*

* 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.*](https://bootcamp.berkeley.edu/ux-ui/)

# Education

## [UX Design Certificate: Human-Computer Interaction](https://mitcsail.credential.getsmarter.com/j5ee26db) MIT CSAIL – May 2018

**[B.S. Business:](http://blogs.sjsu.edu/mystory/2015/09/04/klarence-ouyang/)**

**[Management Information Systems   
San Jose State University](http://blogs.sjsu.edu/mystory/2015/09/04/klarence-ouyang/)** [– Dec 2013](http://blogs.sjsu.edu/mystory/2015/09/04/klarence-ouyang/)

**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, htmllint, 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