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

UX Engineer, UX/UI Architect, Design Technologist

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**CSS/SASS Architecture | UX/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 over a decade of experience working with multi-functional teams and global business & IT units. Creative cross-functional leader credited for a 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

**Apree Health | Austin, TX (Remote) 2023 – Present**

## Lead UI Engineer, Front End Infrastructure | 2023 – Present*.*

* Maintain and Develop internal Design System, a pattern and component library built in SASS/CSS, HTML, and TypeScript (Angular & Ionic)
* Improve developer experience by creating UI components, easier to use SASS mixins,

**Castlight Health | San Francisco, CA 2019 – Present**

## Lead UI Engineer, Design Systems | 2021 – Present

*Joined as the second member of the Design Systems team bridging the gap between our designers and engineers.*

* Maintain and Develop internal Design System, a pattern and component library built in SASS/CSS, HTML, and TypeScript (Angular & Ionic)
* Improve developer experience by creating UI components, easier to use SASS mixins, and linting code for best practices and incompatibility with the browsers we support
* Set standards and best practices to ensure code quality for styling and templating
* Improved Build performance of both our desktop and mobile app by over 30%
* Expanded our Design System to cover mobile

**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/)

* Including Human-centered Design Thinking, Interaction Design & Web Prototyping

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

## UX Lead - UI Developer and Designer | 2014 – 2018

*As the UX Lead I 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)
* Served as Subject Matter Expert (SME) for UI conflicts (CSS/JS)
* Co-developed an internal CSS Framework (LESS)
* Built several reusable components (HTML, CSS, JS) used in production
* Served as SME for user experience, accessibility, and usability issues
* 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

# 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 / SASS(SCSS) / LESS

Semantic HTML (Accessible)

TypeScript, Vanilla JavaScript, AJAX

* Angular
* Node + Express + npm

Django (Python Framework)

Webpack + Gulp/Grunt

Version Control (Git – GitLab & GitHub)

Code Linters (stylelint, htmlhint, eslint)

**Design**

Responsive Design (Mobile First)

Information Architecture

Interaction Design

Data Visualization

Visual Design / Graphic Design

**Prototyping Tools**

Figma & Sketch + InVision

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

Code (HTML/CSS/JS)

OmniGraffle / Visio (User Flows)

## UX Methods

Persona

Card Sorting

Wireframing

User Journey Mapping

Content/Task Analysis

Heuristic Evaluation

Usability Testing