LAWRENCE MOORE

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TheLawrenceMoore@gmail.com www.thelawrencemoore.com

SKILLS + TOOLS

- Front-End Engineering: JavaScript, Typescript, Python, HTML/CSS, Styled Components, SCSS
- UX Design: Prototyping, Wireframing, A/B Testing, Design Systems, Inclusive Design
- Frameworks & Libraries: React, NextJS, Vue, Tailwind CSS, Material UI, GraphQL, Node, Express, FastAPI, Storybook
- Accessibility: WCAG Standards, JAWS, NVDA, VoiceOver, TalkBack, ANDI, CPACC certification
- Tools: Figma, Photoshop, JIRA, Git

Present

• Al Frameworks: OpenAl SDK, CrewAl, LangChain, AutoGen, TensorFlow, PyTorch

EDUCATION

- Master of Science in Human Computer Interaction Indiana University, School of Informatics, Indianapolis, IN – May 2017
- Master of Science in Artificial Intelligence Purdue University, West Lafayette, IN – In Progress

development and user testing.

 Bachelor of Science in Media Arts & Sciences Indiana University, School of Informatics, Indianapolis, IN - Dec 2011

EXPERIENCE

TMobile	Technical Product Manager
Nov 2024 Present	Designed and developed AI-based tools to support development teams, including the AI Issue Logger and AI Alt Text Helper. Given numerous AI/UX presentations. Regular contributor to MagentaA11y open source project. Also created a mobile screen reader game.
Seismic	Technical Program Manager (UX Accessibility)
Jan 2023 June 2024	Developed an accessibility-focused design heuristics system. Collaborated with the design systems team to create accessible UX patterns and components. Designed wireframes, to Figma, to code. Built Al-powered embedded reporting dashboards.
Medallia	Design Engineer (Accessibility Program Manager
Jun 2018 May 2022	Built and refactored 50+ components in the Alchemy design system. Established the company's first accessibility-focused UX program. Triaged and resolved 300+ accessibility issues for a high-profile government client.
Freelance	UX Design + Development
Jan 2015	Over 10 years of experience designing and developing applications for companies of

all sizes. Led end-to-end product work from wireframing and high-fidelity design to