

# Lawrence Moore

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## TECHNICAL SKILLS

**Front-End:** React, Next.js, TypeScript, JavaScript, Vue, Redux, Zustand, HTML5, CSS3, Tailwind CSS, Material UI, GraphQL  
**Back-End:** Python, Node.js, FastAPI, Express, PostgreSQL, Supabase  
**Design Systems & Tooling:** Figma, Sketch, Design Tokens, Figma Plugins, Storybook, Design-to-Code Workflows, Component Libraries  
**AI/ML:** OpenAI SDK, LangChain, CrewAI, AutoGen, RAG Systems, Agentic System Design, Prompt Engineering

## EXPERIENCE

### Accessibility Design Engineering Nov 2024 – Present

*T-Mobile*

- Built AI-powered analytics dashboards combining quantitative data with AI-generated narrative insights.
- Created and led workshops on AI in UX design and development, influencing adoption of new prototyping workflows across departments.
- Enhanced T-Mobile's Enterprise design system (web + native) with AI-driven accessibility tools and token-based architecture improvements.
- Contributed to the MagentaA11y open source initiative, authoring documentation, reviewing PRs, and scaling inclusive component patterns across teams.

### Technical Program Manager Jan 2023 – Jun 2024

*Seismic*

- Designed a heuristics-based accessibility framework integrated into Figma plugins and design system documentation.
- Built AI-powered dashboards with real-time accessibility analytics, LLM-driven summaries, and feedback loops.
- Partnered with design system engineers to deliver inclusive, token-driven component patterns and accessibility enforcement layers.
- Collaborated across global product teams in three countries, balancing research, design, and engineering priorities in an agile environment.

### Design Engineer Jun 2018 – May 2022

*Medallia*

- Refactored and engineered 50+ React components in the company's design system, embedding accessibility and performance improvements for enterprise clients.
- Launched Medallia's first accessibility-focused UX program, resolving 300+ accessibility issues and scaling inclusive practices across the org.
- Integrated accessibility telemetry and design checkpoints directly into SDLC pipelines, improving audit efficiency and UI reliability.

### Founder + Researcher + Engineer Jan 2015 – Present

*HCI Design Lab*

- Authored A11yUI-DSL: A Conceptual Framework for Generative Accessible User Interfaces, introducing a domain-specific language that embeds accessibility heuristics into generative UI workflows.
- Built A11y Bug Logger, a multi-agent LLM system automating issue enrichment, user impact analysis, and VPAT documentation.
- Directed design and engineering for the Envvia storefront, creating a scalable multi-vendor retail experience.
- Led cross-functional teams on enterprise UX projects, delivering prototypes, wireframes, and production-ready UIs that aligned design, engineering, and business needs.

## EDUCATION

**Master of Science in Artificial Intelligence** In Progress

*Purdue University*

*West Lafayette, IN*

**Master of Science in Human Computer Interaction** May 2017

*Indiana University – School of Informatics*

*Indianapolis, IN*

**Bachelor of Science in Media Arts & Sciences** Dec. 2011

*Indiana University – School of Informatics*

*Indianapolis, IN*