

Lawrence Moore

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TECHNICAL SKILLS

AI/ML: OpenAI SDK, LangChain, CrewAI, AutoGen, RAG Systems, Agentic System Design, Prompt Engineering, MCP Server, Claude Code

Front-End: React, Next.js, TypeScript, JavaScript, Vue, Redux, Zustand, HTML5, CSS3, Tailwind CSS, Material UI

Back-End: Python, Node.js, FastAPI, GraphQL, Express, PostgreSQL, Supabase

Design Systems & Tooling: Figma, Sketch, Design Tokens, Figma Plugins, Storybook, Design-to-Code Workflows, Component Libraries

EXPERIENCE

Technical Product Manager & AI tooling

Nov 2024 – Present

T-Mobile

- Enhanced T-Mobile's Enterprise design system (web + native) with AI-driven accessibility tools and token-based architecture improvements.
- Designed and built a new AI-powered bug logger for T-Mobile's QA testing team.
- 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.
- Participated in cross-org "AI Innovation Hackathons" connecting research, design, and product to create new AI prototypes.

Senior Technical Program Manager

Jan 2023 – Jun 2024

Seismic

- Built AI-powered dashboards with real-time accessibility analytics, LLM-driven summaries, and feedback loops.
- As an HCI expert, I was a key UX contributor to the system design of our AI offering.
- Conducted over 30+ contextual interviews to understand how internal users interacted with our AI tools.

Design Engineer

Jun 2018 – May 2022

Medallia

- Launched Medallia's first accessibility-focused UX program, resolving 300+ accessibility issues and scaling inclusive practices across the org.
- Partnered with CEO to analyze under-served markets for experience management software.
- Refactored and engineered 50+ React components in the company's design system, embedding accessibility and performance improvements for enterprise clients.

Founder + Creative Technologist

Jan 2015 – Present

HCI Design Lab

- Built A11y Bug Logger, a multi-agent LLM system automating issue enrichment, user impact analysis, and VPAT documentation.
- Authored A11yUI-DSL: A Conceptual Framework for Generative Accessible User Interfaces, introducing a domain-specific language that embeds accessibility heuristics into generative UI workflows.
- Directed design and engineering for the Envvia storefront, creating a scalable multi-vendor retail experience with AI shopping assistant.
- 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