

# Lawrence Moore

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## TECHNICAL SKILLS

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**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

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**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

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**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*