

IVORY BROWN

Software Engineer & Design Technologist

- 510-340-8065
- ADXDivory@gmail.com
- San Leandro, CA
- ADXDivory.com

SUMMARY

Software engineer with **6+ years of experience** building **robust web applications, internal tooling and AI-driven experiences**. I create **accessible, scalable solutions** that **streamline** workflows and **enhance** user experience.

EXPERIENCE

Portfolio Projects & Skills Development *Jan 2025 - Present*
Currently deepening my skills through personal projects & freelance work focused on scalable systems, design tooling, and AI-enhanced workflows.

Personal Leave *Sep 2024 - Dec 2024*

Design Technologist *Feb 2022 - Sep 2024*
Intuit, Inc. - Mountain View, CA
Designed and built **tools** that **streamlined UX workflows, accelerated prototyping**, and **reduced downstream engineering** load. Collaborated with PMs, designers, and engineers to **scope and prioritize internal tooling**. Drove synchronization between Figma and GitHub to unify design sources of truth and reduce friction across teams. **Built coded prototypes** of QuickBooks products for testing and stakeholder alignment.

- Achievements**
- Increased design system adoption in Figma by 20–30%** by building a plugin to detect and fix common system misuse.
 - Cut design system audit time by 50%** by building a tool that compares Figma and GitHub styles, flagging discrepancies automatically.
 - Enabled cross-functional efficiency** by developing and teaching a course on advanced Figma prototyping for engineers and designers.
 - Supported AI education initiative** by leading workshop on using generative AI to streamline workflows, support design/dev tasks, and boost productivity with neurodivergent-friendly strategies.

Software Applications Engineer II *Jun 2019 - Feb 2022*
Workday, Inc. - Pleasanton, CA
Developed HR workflows supporting **2M+ users** in collaboration with product and UX teams. **Designed REST APIs** and complex systems **architecture** for **scalable, user-centered features**. **Investigated and resolved production issues** and **improved infrastructure** during roadmap cycles.

- Achievements**
- Optimized employee search speed** by redesigning workflows and indexing key attributes—improving performance for millions.
 - Resolved data issues** by enabling automated corrections in out-of-order assignments and database inconsistencies.
 - Reduced regressions** by partnering with QA and PMs to develop automated testing for critical edge cases.
 - Promoted** from SWE I to SWE II after 1 year.

DESIGN SKILLS

- Design Systems
- Accessibility
- Rapid Prototyping
- Internal Tooling
- Systems Design
- AI-Enhanced UX
- Product Vision
- Workflow Mapping
- Cross-Functional Collaboration
- Feature Prioritization
- Motion Design
- Wireframing
- Usability Research

TECHNICAL SKILLS

- Coding languages**
- JavaScript
 - TypeScript
 - HTML/CSS
 - C++
- Frameworks / Libraries / Tools**
- React.js
 - Next.js
 - Figma Plugin API
 - Framer Motion
 - Storybook
 - Tailwind CSS

EDUCATION

- Duke University** *2019*
- Computer Science AB (Concentration in Software Design & Development)
- Google UX Design Certificate** *2022*
- 7 Course Certificate Program

PROJECTS

- Swimr – ADHD-Friendly Task Manager**
Designer / Developer - (June 2025 - Present)
Figma, React Native, AI Integration
- Building an AI-assisted mobile app to help neurodivergent users manage time, tasks, & motivation w/ adaptive UX & reward-based features.
- Lattice – Personal Design System**
Design Technologist - (March 2025)
React, Storybook, Tailwind, Figma
- Built a scalable, accessible UI kit with coded components in React and Figma, emphasizing design-token syncing and motion states.
- Portfolio Website - adxdivory.com**
Designer & Developer - (May 2025 - June 2025)
React, Storybook, Tailwind, Figma
- Developed a mobile-first portfolio in Next.js to showcase work, with custom animations and integrated case studies.