

BARBARA DENNEY

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Staff UX Designer | Design Systems Specialist | Accessibility Advocate | Military Veteran

Design Systems Specialist with 5+ years building enterprise-scale component libraries and driving system adoption across government agencies. Supported multiple design system migrations (Sketch to Figma, React to Web Components, three Design Systems to one) and established design systems from inception at Medicare. Expert in creating scalable, accessible components, documentation standards, and governance frameworks that enable cross-functional teams to ship consistent user experiences at scale.

Professional Experience

Staff UX Designer – VA Design System

VA Design System – Remote | 2022 – Present

- Supported design team migration from Sketch to Figma, helping streamline workflow and collaboration processes
- Contributed to migration from React to Web Components to improve system scalability and maintenance
- Collaborate with the design team to build and maintain the VADS Figma component library
- Author documentation, component guidance, and process improvements for the VA Design System
- Partner with accessibility experts to ensure WCAG 2.1/Section 508 compliance across all components

Senior Designer – CMS Design System

Centers for Medicare & Medicaid Services (CMS) – Remote | 2021 – 2022

- Facilitated migration from the Medicare Design System to the unified CMS Design System
- Developed a themeable design system architecture to support multiple brand identities
- Expanded component library and contributed to shared Figma resources used across CMS teams

UX Designer – Medicare Design System

Centers for Medicare & Medicaid Services (CMS) – Remote | 2018 – 2021

- Facilitated organization and establishment of the Medicare Design System from inception
- Conducted a comprehensive component audit to provide strategic direction for design system development
- Founded the Medicare Design System tiger team to align cross-functional teams on components and design standards
- Implemented design system components to accelerate development timelines and improve consistency
- Contributed to responsive design initiatives that increased mobile user engagement

Freelance UX Designer

Self-Employed – Remote | 2016 – 2018

- Optimized User-Friendly Interfaces: Designed high-fidelity mockups and wireframes for complex form-based applications, enhancing user workflows and reducing friction points.
- Improved Front-End Implementation: Developed responsive designs in collaboration with engineers, ensuring seamless transitions from wireframes to fully developed interfaces.
- Enhanced UI Consistency Across Platforms: Utilized Material Design System and Foundation Design System to standardize components, improving efficiency in multi-platform development.
- Reduced Development Time: Created detailed Figma prototypes and interactive design specifications, minimizing rework and ensuring clear design-to-development handoff.

Web Designer

Centers for Disease Control and Prevention (CDC) – Atlanta, GA | 2015 – 2016

- Improved Data Accessibility: Designed user-friendly dashboards to visualize complex public health data, making insights more actionable for researchers and policymakers.
- Optimized Government Websites: Implemented accessibility best practices, improving site usability for users with disabilities and ensuring compliance with federal regulations.
- Reduced Development Time: Created standardized UI templates, allowing developers to deploy new features more efficiently.

UX Designer

Innoppl – Remote | 2014 – 2015

- Designed Enterprise-Level Applications: Created custom mobile and web applications for businesses ranging from startups to Fortune 500 companies, enhancing user engagement and brand consistency.
- Implemented UX Best Practices: Conducted user research, heuristic analysis, and A/B testing, leading to improved product usability and higher user retention rates.

UX Designer

BetterCloud – Remote | 2013 – 2014

- Improved Feature Adoption Through UX Enhancements: Conducted competitive analysis and usability testing, refining product features to drive higher engagement and usability scores.
- Strengthened UI Consistency: Developed iconography, visual hierarchies, and accessibility-compliant interfaces, ensuring an intuitive user experience across all platforms.

UX Analyst

Booz Allen Hamilton – Remote | 2012 – 2013

- Optimized Web Application Usability: Conducted heuristic evaluations and usability testing for CDC applications, identifying key pain points and refining UI interactions.
- Recognized for Transformative Impact: Received two performance awards for implementing usability best practices that significantly improved system efficiency.

Additional Experience

- Graphic Designer/Web Developer / *M5 Systems – Remote | 2009 – 2011*
- SharePoint Administrator / *ITT Systems – Remote | 2006 – 2008*
- Multimedia Designer / *Global Services – Remote | 2005 – 2006*

MILITARY EXPERIENCE

Network Administrator | Expired Secret Clearance

United States Army | 2001 – 2005

- Increased Network Reliability: Maintained secure voice and data networks, minimizing downtime and ensuring mission-critical communications remained operational.
- Optimized IT Infrastructure: Implemented system improvements that enhanced data security and network efficiency, reducing incidents of communication failures.
- Enhanced Troubleshooting Efficiency: Developed streamlined processes for diagnosing and resolving network issues, reducing system downtime.
- Promoted through the ranks quickly to Assistant Team Chief/Sergeant in three years.

EDUCATION

Bachelor of Science (B.S.) – Computer Software Engineering

Western Governors University | 2019 – 2021

Associate of Science (A.S.) – Web Design & Digital Media

Baker College | 2003 – 2006

CERTIFICATIONS

- Project+ – CompTIA
- Advanced UX & Interaction Design Certification – Nielsen Norman Group
- Certified Internet Webmaster (CIW) Web Developer – Certification Partners
- Certified User Experience Professional (CUEP) – Texas Tech University
- ITIL Foundation – AXELOS Global Best Practice

PROFESSIONAL DEVELOPMENT

- Design Systems Mastery Workshops – Brad Frost, Nathan Curtis, Dan Mall
- Accessibility & Inclusive Design Training – WCAG 2.1 & Section 508 Compliance

CORE COMPETENCIES & TECHNICAL PROFICIENCIES

- Design Systems & UI Development: Scalable Component Libraries, Design Tokens, UI Kits, Pattern Documentation, Figma, Sketch, Adobe Creative Suite, Material Design, Bootstrap, Tailwind CSS
- Front-End Development & Prototyping: HTML5, CSS3, JavaScript, React, Web Components, Git/GitHub, Axure, InVision, Mural, Interactive Wireframing, High-Fidelity Prototyping
- User Experience & Interaction Design: UX Research, Usability Testing, Information Architecture, Journey Mapping, Heuristic Evaluations, A/B Testing, User Flows, Card Sorting, Accessibility Audits
- Accessibility & Compliance: WCAG 2.1, Section 508 Compliance, ARIA Standards, Inclusive Design, Screen Reader Testing, Color Contrast Validation, Assistive Technology Integration

- Agile & Product Development: Agile/Scrum Methodologies, Kanban, Sprint Planning, Cross-Functional Collaboration, User Story Mapping, Product Roadmaps, Requirements Gathering
- Project & Stakeholder Management: Design System Governance, Documentation Standards, Stakeholder Communication, Workshop Facilitation, Change Management, Training & Mentorship