

BARBARA DENNEY

(512) 739-7399 | barbara.e.denney@gmail.com

SENIOR UX DESIGNER | DESIGN SYSTEMS SPECIALIST | ACCESSIBILITY ADVOCATE | U.S. ARMY VETERAN

Transformational UX Designer specializing in Design Systems with a strong foundation in front-end development and accessibility best practices. Over 15 years of experience in web design, user experience, and design systems, with a proven ability to build and maintain scalable, reusable component libraries. Expertise in Figma, HTML, CSS, JavaScript, and design system documentation, ensuring seamless collaboration between designers and developers. Adept at writing guidelines for components and patterns, supporting large-scale system transitions, and advocating for accessibility compliance (WCAG 2.1, Section 508). Passionate about fostering design consistency and usability through well-structured systems that empower teams to create cohesive user experiences.

PROFESSIONAL EXPERIENCE

Staff UX Designer – Design Systems

VA Design System – Remote | 2022 – Present

- **Optimized Design Workflow Efficiency:** Led the transition from Sketch to Figma, streamlining workflows and improving collaboration for over 50 designers, reducing design handoff time significantly.
- **Enhanced Component Scalability:** Designed and maintained reusable UI components and design tokens, increasing consistency across VA digital products and reducing redundant design efforts.
- **Accelerated System Adoption:** Created clear documentation and best practices, resulting in faster onboarding of new designers and developers and reducing implementation errors.
- **Improved Developer Handoff:** Standardized design specifications and collaborated closely with front-end teams, decreasing rework time and improving the accuracy of implemented components.
- **Strengthened Accessibility Compliance:** Ensured all components met WCAG 2.1 and Section 508 standards, enhancing usability for veterans with disabilities and increasing compliance audit scores.
- **Supported System Migration:** Assisted in transitioning the design system from React to Web Components, improving flexibility and reducing long-term maintenance efforts.

Senior Designer – CMS Design System

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

- **Expanded Design System Utilization:** Developed and optimized UI components, improving consistency across CMS products and reducing design redundancy.
- **Increased Adoption Through Documentation:** Authored clear, developer-friendly guidelines, reducing integration issues and accelerating component adoption.
- **Enhanced Accessibility Standards:** Conducted accessibility audits and usability reviews, ensuring compliance with WCAG 2.1 and Section 508, reducing remediation efforts significantly.
- **Improved Design-Development Collaboration:** Established standardized workflows and design tokens, reducing inconsistencies and ensuring seamless developer implementation.

UX Designer – Medicare.gov

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

- **Optimized Medicare.gov User Experience:** Conducted usability testing and user research, identifying friction points and improving the overall site navigation experience.
- **Streamlined Front-End Implementation:** Collaborated with engineers to integrate CMS design system components, reducing development time and improving design consistency.
- **Improved Mobile Accessibility:** Led responsive design initiatives, enhancing usability across devices and increasing mobile engagement.
- **Reduced Cognitive Load for Users:** Simplified UI patterns and introduced clear visual hierarchies, improving readability and user satisfaction scores.

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

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.

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
- **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
- **Advanced UX & Interaction Design Certification** – Nielsen Norman Group
- **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