

FM - Design System & Other Work

I spearheaded the development and strategic rollout of the organization's first comprehensive design system, which established consistent user experiences across our digital products. By collaborating with stakeholders from both design and development teams, I facilitated key decisions that balanced user needs with technical scalability. This effort included advocating for the use of Figma to enhance design collaboration, creating a unified component library, and developing strong design patterns to maintain consistency. I also established governance frameworks and documentation strategies that promoted successful adoption across teams. As a result, the system significantly boosted design efficiency, shortened development time, and ensured a seamless user experience across all digital touchpoints.

My Role

Design System Manager

Project Team

1 Designer, 5 Developers, 1 Content Writer, 2 QA

Duration

Ongoing

Project Status

Continuous deployment

Methodologies

I developed and directed our design system methodology with a focus on user-centered strategies. Starting with a thorough design audit, I pinpointed patterns and opportunities to improve user experiences across various products. I spearheaded the creation of a scalable design language that encompassed systematic design principles, component patterns, and well-defined documentation standards. By managing cross-functional teams, I encouraged strong collaboration between design and development, ensuring our system adapted to meet both user needs and business goals. I established governance processes that upheld design quality and consistency while ensuring accessibility compliance across all platforms.

Business Goals

The primary objective was to establish a unified system that would accelerate product development and ensure consistency across new product lines throughout the organization.

Project Work

This collection showcases my expertise in developing design systems, custom components, and user interfaces across multiple projects. Each example demonstrates my comprehensive approach to creating cohesive design patterns and implementing them in production applications, from establishing system-wide guidelines to crafting reusable component libraries and executing complete project designs.