



Resume

Versatile User Interface Designer and Developer with 25 years of experience designing, developing, and managing websites, product applications, internal frameworks and design systems. Creative, analytical thinker and problem-solver skilled in coordinating corporate-wide, custom design projects from inception to implementation. Passionate about solving problems. Confident Communicator experienced in directing cross-departmental technical performance, conducting presentations for executive decisions, and prioritizing design and development tasks. Dedicated team player displaying a strong work ethic, integrity, and ingenuity with a lead-by-example, hands-on approach.

Passionate about Design Systems and working with web components.

UX/UI Designer	UI Developer
Design Systems, UI Designer, Wireframing, prototyping, Figma, Sketch, XD, Photoshop, Illustrator, Zeplin, InVision	HTML5, CSS, SASS, JavaScript, Web Component, StencilJS, Polymer, React, jQuery, jQuery UI, PHP, WordPress, SVN, CVS, Git, Bitbucket, Visual Studio Code, Grunt, Gulp, Bower, Node.js, NPM, Foundation, Bootstrap, Ionic

Experience

Factory Mutual (FM) - Johnston RI - January 18th 2021 - Present

Property Insurance

Experience Design and Systems Manager with a strong background in leading design systems and enhancing user experiences across various digital platforms. I have a proven history of managing and scaling design operations while working closely with product and technology leaders to shape strategic vision. I have successfully established design patterns, component libraries, and governance frameworks that promote consistent experiences across intricate products. I excel in fostering collaboration between design and development teams in agile settings, ensuring that designs adhere to accessibility standards and technical requirements. I am particularly adept at integrating UX design principles with technical implementation to create scalable solutions that meet both user needs and business goals.

Design System Leadership

- Pioneered and led the organization's first comprehensive design system and component library, establishing a unified approach across React, Angular, and Sitecore platforms
- Architected a technology stack utilizing StencilJS and Tailwind CSS, achieving an 85% adoption rate across engineering teams and reducing UI development time by 40%
- Launched and scaled the design system to support 5 product lines and 300+ developers, successfully delivering and maintaining 80+ production-ready components while driving significant improvements in product consistency
- Established a robust design tokens architecture that streamlined brand initiatives and accelerated organization-wide brand adoption
- Implemented advanced Figma integration workflows, including Token Studio automation for design token publishing and automated PR generation, streamlining the design-to-development pipeline
- Established pre-refinement meetings for design system intake, enhancing collaboration between design and development teams while ensuring quality and consistency of new components
- Explored innovative approaches to component synchronization between code and Figma, researching automated publishing workflows to reduce manual maintenance effort of the Figma component library
- Led the integration of Playwright for automated visual regression testing, enhancing the design system's quality assurance capabilities and streamlining the component validation process

Team Leadership & Strategic Initiatives

- Built and led a specialized UI development team, strategically embedding UI Developers within key projects to drive Design System adoption and ensure proper component implementation
- Developed and implemented a structured intake process for the component library, enabling systematic enhancement development and efficient bug resolution
- Established dedicated UI Development as a specialized track within the organization, elevating frontend development practices
- Collaborated with the user research team to implement human-centered design principles in component development and enhancement, ensuring solutions effectively addressed validated user needs and pain points
- Championed the integration of a content strategist role to enhance the design system with comprehensive documentation, user guidelines, and educational video content
- Established rapid prototyping practices that accelerated product innovation, enabling teams to validate concepts and iterate on user feedback within sprint cycles through interactive proof-of-concepts for navigation systems, form redesigns, and end-to-end experiences
- Partnered with the user research team to analyze UAT feedback and develop in-browser prototypes to address user insights and enhance functionality

UX Tools & Standards

- Led organization-wide adoption of Figma, implementing a 1:1 component library alignment between design and code implementation
- Provided comprehensive training and mentorship to UX team members in Figma best practices, emphasizing prototyping capabilities and component creation methodologies
- Established and maintained robust design system governance framework and documentation standards
- Led accessibility initiatives by establishing WCAG compliance standards across design system components
- Developed and implemented comprehensive user testing protocols for component validation, including moderated sessions to ensure optimal usability of design patterns and components
- Collaborated with product leadership to align design system roadmap with business objectives and scalability requirements

Fidelity Investments - Smithfield RI - March 16th 2020 - January 8th 2021

Financial Services Corporation

User Experience Designer I am currently a User Experience Designer working in digital marketing within Fidelity Institutional. My responsibilities include leading the redesign of the current instance of Salesforce, designing internal dashboards and creating strategic design direction for future dashboards, leading the effort curating a Design System, supplying oversight on components built for the Design System.

Mercer - Norwood MA (Remote) - 7 years

World's largest HR consulting firm

Senior User Interface Designer/Design System Lead I am currently the Lead UI Designer for a small team of UI Designers and developers for Mercer, my responsibilities include working on current product lines, curating a Design System, supplying oversight and hands on work for UI pattern library to drive the future product lines at Mercer. Of recent I have been deeply involved with evangelizing the Design System to cross department teams from Global Creative, UX Designers and have begun the conversation with other co-op companies to bring there product lines into our alignment with our design system model. Also work with other UX designers and product owners to feed new patterns into the Design System Library to then be provided back to pattern library. Also work with Visual Designers to establish proper brand of patterns in the library and to have proper documentation around them.

History:

- Created the company's first Design System library that was a HTML/CSS based framework.
- Worked with over 30 product lines to provide them with a clear understanding of framework, prebuilt pages for use in products and provide ongoing support to that framework.

- Was involved in the next phase of the company design system which was Angular based while also create a technology agnostic web component option.

- Moved to the next phase of bringing these components that were created to a drag and drop model with in a design tool, leading to a revamp of the Visual Design and UX Design models internally at the company

Technologies used:

- Web Components - Polymer and StencilJS
- Node, Bower, Grunt, Gulp
- Worked with Angular and React
- Adobe AEM system
- DNN (from Microsoft)

I am based in Norwood, Massachusetts, but I work with groups across many geographies, including the US, UK, France, Ireland, Canada, Australia, Singapore, Spain and India.

SimpleTuition - Boston MA - 6 years

Student loan comparison site

User Interface Engineer

Work on developing work flow process and documentation standards

Create wireframes, design documentation, design mock ups, html templates and style guides.

Develop the front end for the suite of products for hand off to the engineering department

Developed and implemented Experience corporate, channels, eRecruiting, employer and alumni sites through multiple overhauls. Development included creating mock-ups using Photoshop, Illustrator and prototypes using HTML. Received feedback from executives and employees to create final site.

Developed Flash and HTML guided tours used as sales tools to demonstrate product functionality for company's major product line.

Provided creative design services using Adobe Illustrator, Photoshop and Adobe inDesign to produce print media for all products including trade show materials, data sheets and other corporate collateral.

Ensure web site optimization including cross-browser compatibility, search engine optimization, and image optimization.

Education

UMass Lowell - 1995/1997

Graphic Design

Boston University - 1997/1999

Front-end Programming