

Dillon Schultz

UI/UX Designer &
Frontend Engineer

I'm a UI/UX designer and frontend engineer with a particular interest in design systems and component libraries. I strive to bridge the gap between design and engineering.

Work Experience

Jan 2022 – Present
Senior UI/UX Designer, Yummly

- Created a Figma component library of common UI elements and patterns that designers used for feature ideation and developer handoff.
- Created developer documentation of all UI elements and patterns to assist in the handoff process.
- Worked closely with frontend engineers to assist them with their own component libraries.
- Integrated design tokens into the component library to enable any brand, accessibility, and theming needs.

May 2020 – December 2021
Frontend Engineer, Proctorio

- Worked along side a UX designer to maintain the company design system and component library.
- Worked with other engineers to maintain a custom Web Component framework and library.
- Launched a brand-new company website.

Jan 2020 – Apr 2020
Frontend Developer, Handled

- Created a React component library using an established design system.
- Modernized CSS needs based on an established design system.
- Worked closely with the product design team to create pixel-perfect UIs.

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Education

2017–2018
University of Arizona
Certificate, Full Stack Web Development

2013–2015
Arizona State University
Visual Communication

2011–2013
Pima Community College
Graphic Design

Technical Skills

HTML	Storybook
CSS	Figma
JavaScript	Prototyping
Node.js	Design Tokens
React	Git
Web Components	Style Dictionary

References

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