

Eva K. Decker

Designer who codes. Over a decade of experience building websites, apps, and design systems, with an emphasis on accessibility, clarity, and resilience.

they/them eva.town hey@evadecker.com

Experience

Scribe [scribe.com](#)

Lead Design Engineer

Full-time · Remote · Aug 2024–Present

- Led design systems. Conducted twice-annual surveys to understand usage and needs. Over 18 months, increased team-reported design system quality from 76% to 93%.
- Built and deployed component documentation using Astro and MDX.
- Implemented nightly code scans to measure design system coverage; over 6 months, increased coverage from 37% to 52%.
- Authored custom ESLint rules to encourage consistent design system usage and automatically catch and fix accessibility issues.
- Upgraded package managers from yarn v1 to pnpm v10, speeding up installation times by 2–4x, saving dev time and billing hours.

Namesake [namesake.fyi](#)

Co-Founder

Part-time · Remote · Feb 2023–Present

- Designed and built an accessible, local-first application to assist trans people in the U.S. with legal name and gender marker changes.
- Helped facilitate name change clinics in collaboration with the Massachusetts Transgender Political Coalition.

BetaNYC [beta.nyc](#)

Summer Fellow

Part-time · Manhattan, NY · Jun 2022–Jul 2022

- Redesigned and rebuilt an improved, mobile-friendly version of the NYC Boundaries Map using Svelte, Tailwind, and Mapbox. Conducted user interviews and ran lightweight usability studies to evaluate changes.

Eva Decker [eva.town](#)

Contract, various clients

Full-time · Remote · Sep 2021–Jun 2024

- Contracted with Cityblock three years after building their original design system. Conducted interviews to understand how the system had evolved; shipped holistic changes across Figma and React.
- Implemented Talkiatry's first design system. Evaluated open source systems; discussed tradeoffs with engineering; customized styling to match the brand. One year later, re-hired to continue contract work.
- Mentored designers and established team rituals for a young product team working on assisting people with psilocybin therapy.

Cityblock cityblock.com**Senior UX Engineer***Full-time · Brooklyn, NY · Sep 2019–Jul 2021*

- Built a design system, improving consistency, accessibility, and development speed.

Senior Product Designer*Full-time · Brooklyn, NY · Feb 2019–Sep 2019*

- Led the design and implementation of multiple product features for health history, documentation, and planning for Cityblock's health teams assisting Medicare and Medicaid recipients in New York, Connecticut, and other states.

Dropbox dropbox.com**Product Designer***Full-time · San Francisco, CA · Nov 2016–Oct 2018*

- Contributed design toward a new version of Dropbox file comments, including the introduction of time-coded comments on audio/video files.
- Helped design Dropbox Showcase (a tool for creatives, now sunset).
- Designed an internal messaging automation tool to unify multi-channel communication across email, in-product prompts, and more.
- Designed toolbar iconography for Mac, Windows, and Linux.

Swifttype swifttype.com**Product Designer***Full-time · San Francisco, CA · Oct 2015–Aug 2016*

- Designed icons and product flows for a site search and enterprise search startup based on Elasticsearch (acquired in 2017).

MadMonk Interactive**Designer***Part-time · Greensboro, NC · Apr 2012–Jul 2014*

- Contributed video editing, photography, identity design, print design, web design, and front-end development for dozens of clients.

Education

UNC Greensboro

Bachelor of Arts in Music; Computer Science minor. *Summa cum laude.*

Skills

Design

Design Systems · Leadership · Strategy · UX Research and Design
Prototyping · Copywriting · Usability Testing · Adobe/Sketch/Figma

Development

Accessibility/WCAG · HTML · CSS · JavaScript · TypeScript · React · Svelte
Vite · Astro · Tailwind · Unit Testing · End-to-end Testing · CI/CD · Git