

Design Foundation

Building a collaborative workflow and design language system.

OVERVIEW

As a team grows, its processes become more difficult to manage. Without a standardized workflow or toolkit, the team's inefficiencies and inconsistencies will eventually work their way back into the product.

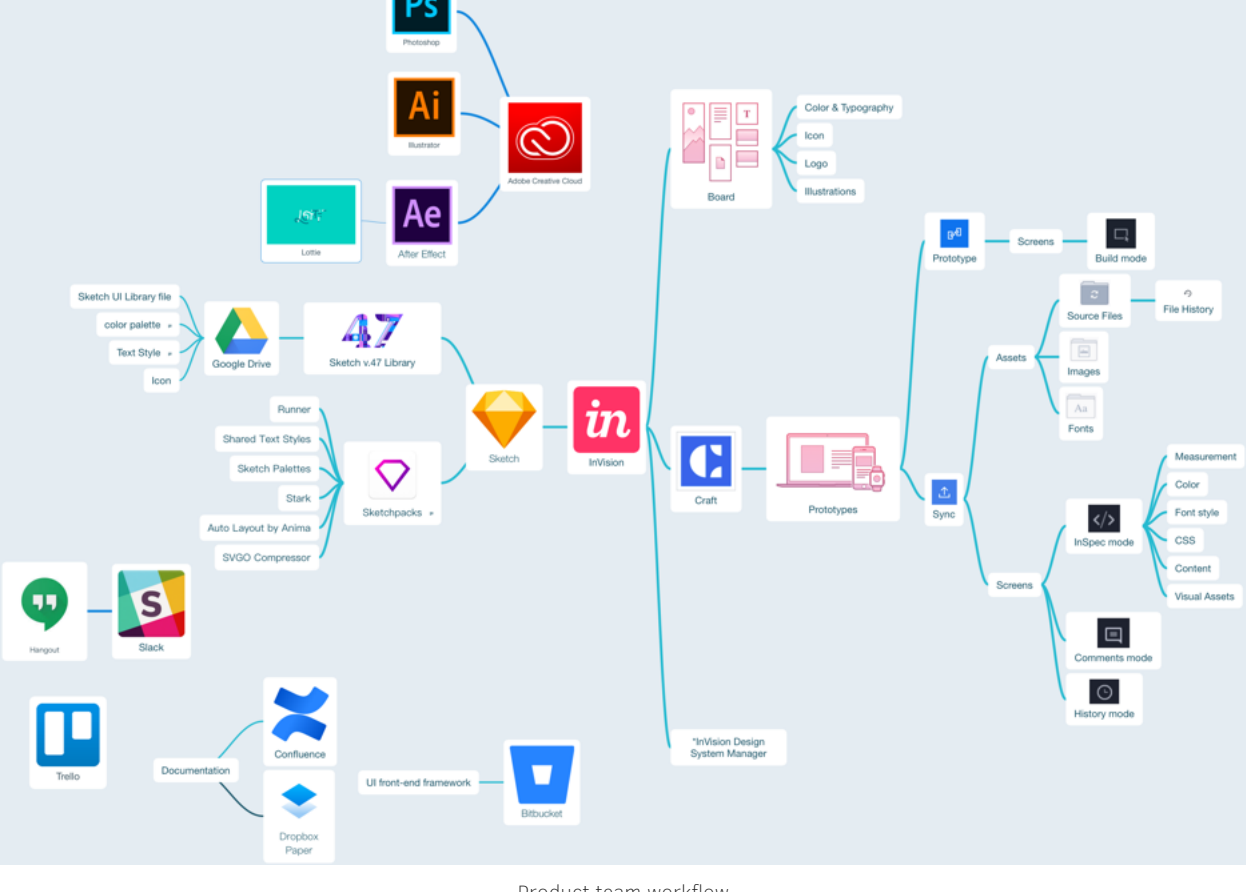
Establish the workflow become my first mission in this company, and bringing the Design System concept to the development team.

DESIGN WORKFLOW

First I research all the design tool that designers use in the company, UI/UX majorly using Sketch in creating wireframe and mockup. Adobe creative suite focus on graphic design and marketing promotion. Then I utilize a SaaS called "inVision" to synchronize design resources, creating the mood board, collecting inspirations.

Sketch library feature and Adobe creative cloud were both our good resource to sync and update our latest design assets across designers such as colors, typographic, illustrations, UI components, and patterns.

Also, I recommend establishing the documenting system to make sure the data history and knowledge could deliver and extend to the future colleagues.



—Product team workflow—

DESIGN LANGUAGE SYSTEM (DLS)

When I look over all the product across different platform, I found out there are some problem and challenge ahead:

- Occur inconsistencies across products and platforms.
- Lack of centralized assets leads to version control issues.
- Widening knowledge gaps between product teams.
- Inefficient processes lead to repetitive or wasted work.

In order to solve these problems, building a DLS could help about:

- Decrease development and design cost.
- Deploy product faster time to market.
- Code and design with better quality and consistency.
- Better product with happier customers.

By building a Design Language System to ensure every stakeholder could follow the same standard and keep user experience consistency across the product. Below was a showcase for design documentation and UI assets.

What is a design system?

A design system is a collection of reusable components, guided by clear standards, that can be assembled together to build any number of applications.

Be principled
Explore what we care about most when we build new features and products.
[Find out more](#)



Write it
Learn how to use language to design a more thoughtful product experience.
[Get Writing](#)

Mission

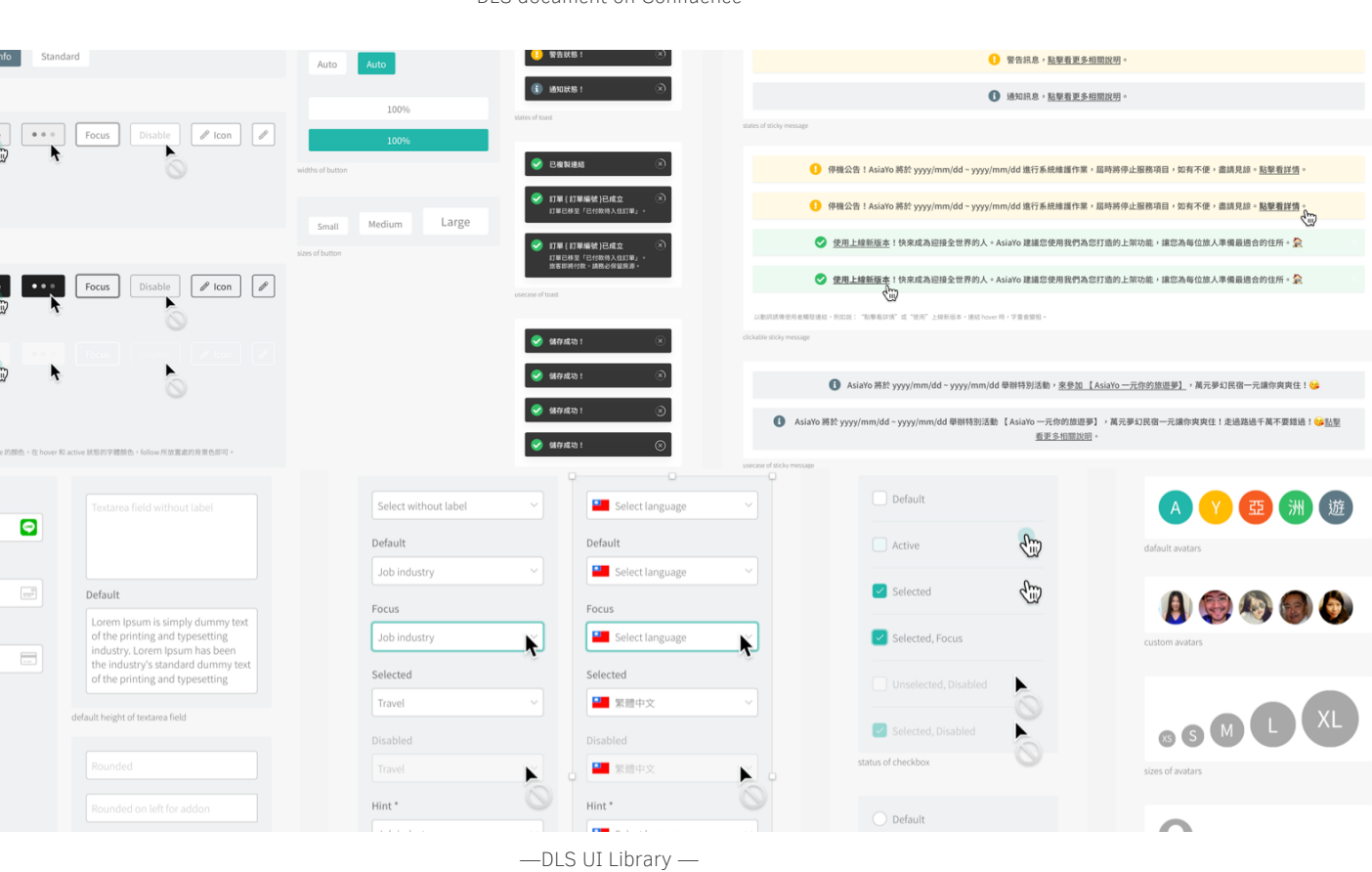
Our goal is creating a more beautiful and user-centered design language. We wanted our design be unified to drive greater efficiency through well-defined, reusable and cross-platform components.

About Ark

The Ark Design System provide the patterns and components that strengthen the AsiaYo products. These patterns and components support an unified language and consistent look and feel when developing apps and products within the AsiaYo ecosystem.

Ark is our approach to designing and building modern, intuitive, delightful experiences. The Ark Design System houses guidelines, reusable UI components, templates, and other resources to help you create products for AsiaYo users.

Build something
Use components as building blocks as you develop new products and features.
[Start creating](#)



—DLS UI Library —

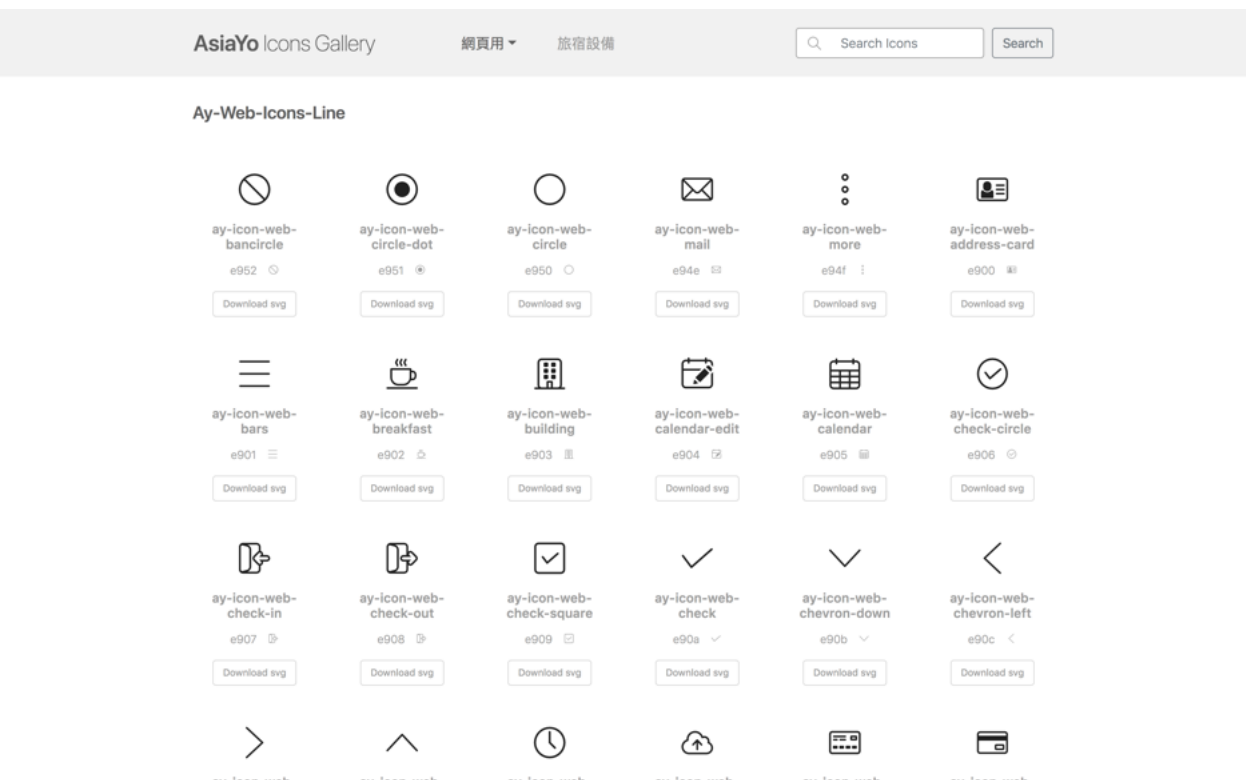
ICON SYSTEM

One of our product goals is serving user that comes from the different region. Creating an essential icon set is crucial in the product for multiple language users. We not only redraft every functional icon also define fundamental principle to make sure every iteration would share consistency and clarity.

I also handcraft an icon web demo page with git version control, to make every front-end developer could access the latest icon resource at all time. Moreover, this is also the true meaning of a DLS, seamless combine from design to code.



—Icon Library —



—Icon resource demo page—