# **Design Foundation**

Building a team collaboration workflow and design language system.

### **OVERVIEW**

As a product 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.

### TIME

Q2/2017 - Q3/2017

## **ROLE**

Design ops UI design Front-end develop

### **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.



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

DESIGN LANGUAGE SYSTEM (DLS)

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:

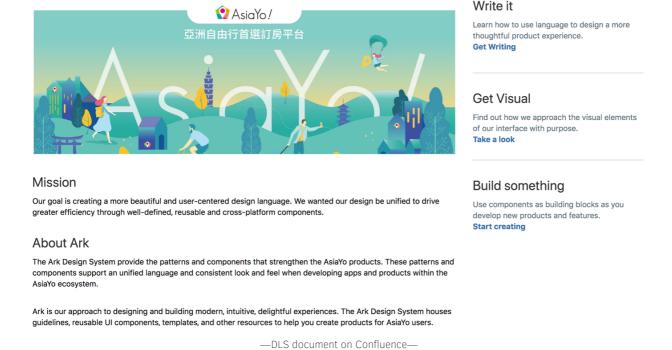
Decrease development and design cost. Deploy product faster time to market.

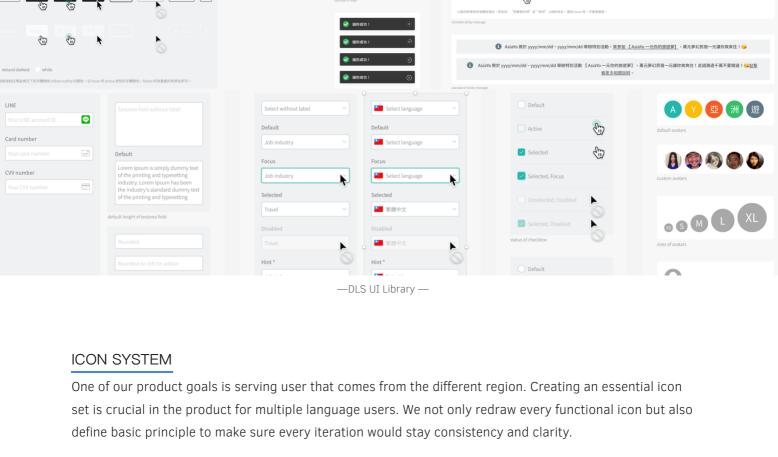
- Code and design with better quality and consistency.
- Better product with happier customers.
- Building a DLS to ensure every stakeholder could follow the same standard and keep a consistent user
- experience across the product. Below was a showcase for design documentation and UI assets.

together to build any number of applications.

Be principled (i) What is a design system? Explore what we care about most when we build new features and products.  $\odot$  A design system is a collection of reusable components, guided by clear standards, that can be assembled

Find out more





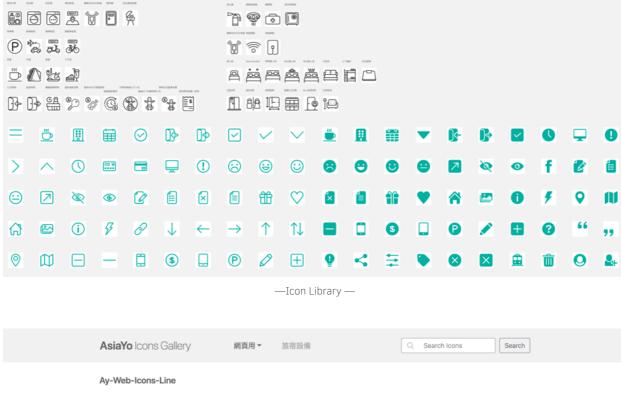
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from design to code.

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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. And this is also the true meaning of a DLS, seamless combine



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