

Jason Chen

Design Technologist @ San Francisco, CA

I am currently a Design Technologist with prior professional experience as a UI developer, and I enjoy helping build scalable design systems by working at the intersection of design and code.

Info

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Carnegie Mellon University '17 | Pittsburgh, PA
B.S Information Systems (IS)
B.S Human Computer Interaction (HCI)

Work

Everlaw
Senior Product Designer, Design Systems Lead
Jan 2023 - Present

Lead the Bluebook design system effort. Key contributions include: Table filtering & pagination, Listboxes, Tags/Counter Tags, tokens, championing accessibility, and more.

Evolved Engineering and Design collaboration by moving from waterfall to agile development. Increased turnaround times by leading initiative to adopt best practices, migrate off of ZeroHeight, and establish storybook (SB7) as the reference site.

Carta
Design Technologist
Oct 2021 - Sep 2022

Spearheaded the "Ink on Figma" library and led a cross functional working group to actively maintain the Figma design system. Coded and shipped multiple production components per quarter as well as rapid prototyping for feasibility tests.

Improved 50% of employee org's UI health by enforcing proper coding standards (dictated by Ink). Rolled out and standardized Storybook along side companion figma library to document domain specific patterns and components not supported by Ink.

Blend
Design Technologist
Feb 2019 - Oct 2021

Co-created, maintained, and contributed to the Alchemy design system, a unified component library used across Blend's multiple product lines. Designed and built a variety of tools to help designers do their best work. Tools included Figma plugins, custom applications, documentation, and more.

Created high fidelity prototypes of Blend's One Tap Mobile experience for usability tests, sales demos, and exploratory experiences using FramerX, ProtoPie, and React.

Intuit
Software Engineer
Aug 2017 - Jan 2019

UI Developer working in React + Redux on the Payments Onboarding experience for Quickbooks. Built and owned product vertical specific components as well as those shared out in the Intuit Design System.

Contract / Side projects

Vesta
Mar 2022 - Sep 2022

Established Vesta's initial design system with atomic design principles. Audited existing components and engineering patterns to create Figma designs in parity.

Masref
Oct 2022 - Dec 2022

Created the foundation of a design system with atomic design principles spanning web and mobile based off of early MVP designs.

Skills & Hobbies

Design Tools

Figma, Custom Figma plugins, Sketch, Adobe Creative Suite

Programming & Prototyping

TypeScript, React (w/hooks), Storybook 7, HTML/CSS/Javascript

Photography

Editorial: Lunar Gala '17, Ronin Division [FW18, FW20, COVID-19 capsule]
Sports Photographer for CMU Athletics (2 years)

Recognition

Everlaw Product Org-wide spot award [Q1 2024]