

Leon Barnard

Senior User Experience Specialist

[linkedin.com/in/leonbarnard/](https://www.linkedin.com/in/leonbarnard/) | leonbarnard@gmail.com | Fullerton, CA | 510-847-1166

Experienced, strategic UX Designer with a Master's degree in Human-Computer Interaction. Proven success working cross-functionally with engineers, product managers, and researchers to deeply understand user needs and deliver goal-oriented solutions. Co-author of *Wireframing for Everyone*, published by A Book Apart.

Strengths: UX/UI Design • Human-Centered Design • Collaboration • Agile • HTML & CSS

EXPERIENCE

UI/UX Human Centered Design Specialist | Nov 2024 - present

GDIT | Fullerton, CA (Remote)

- Redesigning a legacy application as a consultant to the U.S. court system using Figma mockups and prototypes, and adhering to the U.S. Web Design System and accessibility guidelines.
- Collaborating with client stakeholders, subject matter experts, and business analysts to understand use cases, think creatively, and get feedback on user interface design proposals.
- Increased buy-in for design best practices by presenting an overview of Human-Centered Design methodologies to high-level stakeholders and decision-makers.

UX Design Education and Documentation Lead | Nov 2012 – Mar 2024

Balsamiq | Fullerton, CA (Remote)

- Led the design and strategy of Balsamiq's UX education platform, developing and coordinating 100+ pages of articles, videos, and courses about wireframing and interface design.
- Maintained and updated content templates and styles using JavaScript/Node.js, HTML, and CSS.
- Spearheaded the UI/UX design of a Git-based, static documentation site and adapted Hugo templates for improved efficiency and usability.
- Co-authored and served as lead editor for the book *Wireframing for Everyone*, published by A Book Apart, emphasizing designer ownership and working from the interface first.
- Successfully managed projects and people in a distributed, remote-first organization.

User Experience Designer | Jul 2012 – Nov 2012

Toyota InfoTechnology Center | Mountain View, CA

- Directed the design of an innovative mobile driving app that used live traffic data for optimized routes, preceding current tools.
- Educated leadership on user-centered design methodologies, yielding the first project to begin with a formal discovery phase.

Senior Product Designer | Dec 2011 – Jul 2012

OptimisCorp | Los Angeles, CA

- Designed and built UI components using HTML and CSS for a SaaS platform, working side-by-side with developers to expedite delivery using an Agile methodology.
- Conducted user research and developed task-oriented wireframes and information architecture diagrams for healthcare applications.
- Accelerated projects by writing UI copy and establishing a digital design system to improve consistency.

Lead Product Designer | Jun 2010 – Nov 2011

Pharmacy OneSource (acquired by Wolters Kluwer Health) | Madison, WI

- Translated complex business requirements into UI solutions, collaborating closely with developers and product managers.
- Wrote Agile user stories to define use cases and provide developer specifications for a SaaS application.
- Raised customer satisfaction scores by integrating user research insights into the design process.

User Experience Designer | Aug 2008 – May 2010

Ataccama Software | Prague, Czechia

- Led a product redesign to pivot from enterprise to B2C, resulting in sustained profitability.
- Designed interfaces, performed expert reviews, and ran usability studies as a UX team of one.

UI/UX Designer | Sep 2004 – Jul 2008

Sun Microsystems (acquired by Oracle) | Monrovia, CA and Prague, Czechia

- Improved the experience of enterprise developer tools and web dashboards by building strong relationships with engineers and product managers.
- Strengthened web products by proactively taking on CSS and accessibility projects.

EDUCATION AND CERTIFICATIONS

Master of Science in Industrial Engineering (Human-Integrated Systems specialization)

Georgia Institute of Technology

Bachelor of Science in Industrial Engineering (Human Factors concentration)

University of Wisconsin - Madison

Figma for UX Design

LinkedIn Learning

Build Front-End Web Apps from Scratch

Codecademy