

Michael Susz

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Front-End Architect • UX Systems Engineer • Design System Specialist

Front-end architect with 30 years of experience designing and building scalable, accessible, and pattern-driven user interfaces for enterprise and government clients. Expert in modern JavaScript frameworks, design system integration, component architecture, and UX-engineering translation. Focused on creating technical systems that serve end-user needs while enabling developer productivity.

Core Competencies

Front-End Architecture & UX

Component Architecture & State Management
Design Systems Integration & Governance
Accessibility Strategy (WCAG, Sec. 508, ARIA)
UI Performance Engineering
UX-Engineering Collaboration
Pattern Libraries & Reusable UI Systems
Front-End Modernization & Migration
API Integration Patterns
AI-Accelerated Prototyping & Development

Technical Skills

Frameworks: React, Svelte, Next.js
Languages: JavaScript, TypeScript, HTML5, CSS3/Sass
Tooling: Storybook, Webpack/Vite, GitHub, Jest/RTL
Cloud (light): AWS, Azure, IBM Cloud, CI/CD pipelines
Design: Figma, accessibility audits, usability heuristics

Professional Experience

IBM CONSULTING - Senior Front-End Developer / UX Systems Engineer

2021-CURRENT

Lead front-end engineer and architectural contributor across multiple government and enterprise modernization programs.

- Defined and implemented front-end architecture patterns for large-scale applications, including component strategy, design system integration, and accessibility compliance.
- Partnered with UX teams to translate wireframes and prototypes into scalable, maintainable UI systems.
- Built and maintained complex React and Svelte applications, emphasizing performance, accessibility, and long-term maintainability.
- Led accessibility strategy across multiple engagements, ensuring WCAG/508 compliance and guiding teams on ARIA patterns, semantic structure, and inclusive design.
- Developed rapid prototypes and proof-of-concepts to validate architectural decisions and accelerate delivery, lately using AI-assisted tooling where appropriate.
- Mentored developers on front-end best practices, design system usage, and modern JavaScript patterns.

IBM SOFTWARE / THE WEATHER COMPANY - SENIOR FRONT-END ENGINEER

2017 – 2021

Product-focused front-end engineer contributing to large-scale, high-availability applications and UI platforms.

- Engineered modular, performant UI components for enterprise-grade products.
- Collaborated with product managers, designers, and back-end teams to define UI requirements, technical constraints, and long-term maintainability strategies.

- Integrated design systems and established reusable component patterns to ensure consistency across product lines.
- Supported cross-team initiatives to modernize legacy front-end codebases and adopt contemporary frameworks and tooling.
- Contributed to accessibility improvements and inclusive design practices across product teams.

OPTUM TECHNOLOGIES / UNITED HEALTH GROUP - SENIOR FRONT-END DEVELOPER 2014 – 2017

Front-end lead for enterprise healthcare applications. Created web and responsive mobile apps for management of healthcare programs and benefits. Ensured code compatibility, accessibility and performance.

- Created new apps in modular, component-driven architecture using Angular 1.5 and AEM.
- Championed Accessibility and usability while collaborating with UX, product, and back-end teams to define UI requirements and technical constraints.

SQUAREDESIGN - UI ENGINEER AND CMS CONSULTANT 2007 – 2014

Full-stack and front-end developer for agency clients.

- Built responsive, accessible websites and applications using WordPress, PHP, and JavaScript.
- Developed reusable UI components and pattern libraries to streamline multi-client delivery.
- Led front-end architecture decisions for custom CMS implementations and marketing sites.
- Extensive WordPress theme and plugin development, including data structures and administrative interface customization.
- Clients included: Evernote, Sony, Monster.com, Philips, Kronos, Fidelity, SpringPad, Harvard Pilgrim.

WASHINGTON MUTUAL - SENIOR UI DEVELOPER 2002 – 2007

Architected and built UI systems for consumer banking applications.

- Created pattern libraries and reusable UI component systems for .NET applications.
- Led accessibility compliance efforts for Section 508 across multiple product lines.
- Collaborated with designers and business stakeholders to define UI standards and ensure consistency across applications.

INTUIT — USER-CENTERED DESIGN (UCD) - FRONT-END ENGINEER / UI DEVELOPER 2000 – 2001

Built user-centered, standards-compliant interfaces for Intuit's UCD organization, contributing to early design-system thinking and scalable UI patterns.

- Developed accessible, semantic, and maintainable UI for consumer-facing financial products, collaborating closely with designers, researchers, and product managers.
- Applied user-centered design principles to translate research insights and wireframes into intuitive, production-ready interfaces.
- Improved usability and performance through iterative prototyping, testing, and refinement.

Skills & Professional Development

Technical Skills: React, Svelte, TypeScript, JavaScript, HTML/CSS, Accessibility (WCAG, 508, ARIA), Design Systems, API Integration Patterns, Node.js

Recent AI & Automation Training: watsonx.ai assistant creation, Agentic AI, LLM tuning, Model Context Protocol (MCP) integration, Python for automation and prototyping, Playwright for testing

Training & Certifications: IBM Enterprise Design Thinking, IBM Garage, Agile Practitioner, Accessibility Advocate

College Coursework: IT, Business Administration, Economics, Architecture/Architectural Engineering, and Psychology at Edmonds Community College, SUNY Buffalo, and Wentworth Institute of Technology