

Ken Kubiak

Product/UX Designer

ken@mnmlst.me

Design Systems Lead

<http://mnmlst.design>

Design Technologist

<http://github.com/mnmlstme>

Experience

2020-2022

Principal Product Designer

/ Design Systems Lead

Conviva

Cross-functional leader driving design, implementation, and adoption of design system for Conviva's streaming data analytics applications. Coordinate between Design and Engineering teams to deliver consistent UX to our users and efficient DX to both engineers and designers.

2018-2020

Lead Product Designer

/ Platform Product Manager

Ascend.IO

Technical product leader for the core technology platform at Ascend, a cloud-based, distributed data engineering platform. Transitioned from Engineering into Product/Design role to lead initiatives focused on developer experience for the company's first GA product launch.

2015-2018

Director, Design

/ Lead Frontend Engineer

Orbital Insight

Beginning as sole UI Engineer and Designer, developed frontend architecture, data visualization library, dashboard framework, and design system for Orbital's geospatial analytics platform. Worked closely with technical leads to specify micro-services APIs and architecture.

2013-2015

Senior Design Engineer

VMware / End-User Computing

UI Engineer responsible for reusable UI components and dashboard framework, used by desktop and mobile enterprise SaaS applications. Worked closely and iteratively with lead designer to drive consistency, quality, and efficiency of UI development workflow.

2013

Senior Design Engineer

Apple / on Contract

CSS and Design Systems consultant for iTunes Connect data analytics.

2012-2013

Senior Design Engineer

ClearStory Data

Dual-role UI Engineer and Designer for early-stage startup in big data visualization space. Led migration of frontend from Bootstrap to in-house design system.

2011-2012

UI Design Engineer

Ning / Glam Media

Key player bridging Design and Engineering orgs, instrumental in prototyping innovative web applications for desktop, mobile and tablet. Contributed to production codebase and reviewed pull requests for presentation quality, cross-browser compatibility, and fidelity to design.

Education

Ph D / Electrical Engineering

B S / Computer Engineering

University of Illinois

Urbana-Champaign IL

Master of Architecture

SCI-Arc / Southern California

Institute of Architecture

Los Angeles CA

Skills

Interaction Design / Information Architecture / Design Systems / Data Modeling

Data Visualization / Systems and API Design / Responsive Grid Layout / Design-to-Code

Tools

Figma / Sketch / Adobe XD / Adobe InDesign / SketchUp / Storybook / style-dictionary

HTML / CSS / SVG / WebGL / Javascript / React / Redux / Angular / D3 / Elm

NodeJS / Express / Webpack / Typescript / Python / SQL / JSON / YAML / npm / git