# David Ryan Barnett

UX Engineer

10+ years design & development hybrid in enterprise products

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#### SKILL HIGHLIGHT

Figma SME Vue.js git HTML/CSS/JS Sass Information Architecture Prototyping

## **EXPERIENCE**

### Senior Product Designer

Dec 2021 - Dec 2022 Mosaic

- Modernized and organized a shared library including everything from custom icon sets to advanced, interactive components such as dialogs, tabs, and button systems.
- Initiated and led design system collaboration between the design and engineering teams.
- Owned all design tasks and decisions for the Financial Model team which builds the core functions of the product, driving market differentiation.

#### **Product Experience Architect & Product Owner**

Nov 2020 - Nov 2021 Quavo, Inc

- Led and supported a cross-functional team of developers, testers, and designers across web technologies from a low-code platform to a reactive framework within Node.
  Established a resource library in Figma and Vue.js as well as documented procedures and long-term team strategies.
- Architected, designed, and performed PM duties for a new, 0-to-1 SaaS solution.

# **Application Architect**

Jun 2018 - Nov 2020 Quavo, Inc

- Mentored junior engineers as I established a new design system and framework.
- Designed and developed enterprise solutions for banks and credit unions both solo and in small teams.
- Delivered 2 custom client projects, end-to-end, as the lead developer

# User Experience Designer

Oct 2013 - Jun 2018 Liquid Web - Cloud & Web Hosting

- Evolved from QA to lead the UX and web UI design for feature-rich hosting management and networking platforms and establish new, on-brand design patterns using Sketch and Zeplin.
- Developed front-end solutions within a vanilla Javascript environment templated via Mason.

## User Experience Designer

Apr 2011 - Oct 2013 Auto-Owners Insurance

- Executed direct user research in the form of observation, interviews, and usability studies.
- Innovated numerous in-house products through iterative design via Axure wireframes and interactive prototypes with a focus on intuitive design following best practices at the time.
- Led the design of the company's first customer-facing mobile application.

## **EDUCATION**

BA in Telecommunication, Information Studies and Media Michigan State University, 2008