Ian Jennings

Creative UI Developer
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Summary

Remote working UX/UI Developer with extensive design systems experience.

Over the years I've put myself in the shoes of e-learning students, consumers, news readers, market traders, physicians and patients. Through varied industries there's been one constant. Empathy for the user is the origin of everything I create.

In my future role I hope to continue utilizing my skills as a creative frontend developer along with my system based mindset and helpful demeanor to move into UI architecture and team management.

Currently working with: Typescript, React, Lit-element, Node, Jest, Yarn, Lerna, GitHub, Bitbucket, Jenkins, Team City, Azure, Jira

Experience

Senior Design System Engineer

Optimizely

Jan 2022 - Oct 2023 (1 year 10 months)
Typescript, React, Github Actions, Jira

As the Lead Design System Engineer at Optimizely, I played a crucial role in the development and support of a React-based component library. My responsibilities included making key architectural decisions, shaping the structure of the components, and optimizing the NPM package. In close collaboration with the design team, we significantly enhanced the library's utility, accessibility, and overall adoption within the design system.

I spearheaded efforts to engage the Optimizely frontend developer community, fostering widespread adoption and encouraging contributions to the component library. My focus on comprehensive documentation leveraged my writing and presentation skills, substantially improving developer education and support.

In my day-to-day role, I handled a diverse range of responsibilities including component enhancements, bug fixes, code reviews, and providing implementation support. My duties also encompassed writing epics/stories, organizing work, and serving as the primary representative of the design system within the engineering department.

Senior UI Engineer

Berkadia

Sep 2020 - Jan 2022

Typescript, React, Angular, Web Components, HTML, CSS, Tailwind, Azure

- Lead Design Systems team, creating a versatile web-component UI library for framework interoperability.
- Contributed to Angular and React product feature development; key in selecting/implementing React component library.
- Promoted frontend development practices; led forums and discussions among the full-stack developer community.
- Provided direct UI development support and maintained active communication channels for team collaboration.

Design System Engineer

Paylocity

Nov 2015 - Feb 2020

Typescript, React, Storybook, Angular, Ionic, HTML, CSS

- Spearheaded frontend architecture modernization, shifting from monolithic CSS to advanced, versioned React components via NPM.
- Oversaw frontend development aspects: React component updates, open-source integration, release, and environment management.
- Continuously supported and engaged the developer community, fostering effective communication and collaboration.
- Successfully mitigated developer resistance, building trust and confidence through a supportive and inclusive approach.

User Experience Engineer

Datu Health

Jan 2013 - Oct 2015
Rapid Prototyping, HTML, CSS, Javascript, Backbone, Vue, Sketch, UX Design

- Pioneered responsive prototypes for patient and physician portals, bolstering investor funding and company expansion.
- Established the UX Engineering role to seamlessly merge design and development, and introduced a design library for consistency.
- Engaged in agile processes, managing both prototype and production code, and directed the initial development of a key program delivery system.

UI Developer

Markit

Mar 2010 - Dec 2012
Javascript, HTML, CSS, .Net, Backbone

- Collaborated in a team to develop web and mobile applications for elite financial clients.
- Contributed to front-end development of Markit's component library for branded product creation.
- Acted as a translator between design and development, a recurring theme in my career roles.

UI/UX Designer and Developer

Reframe It

Sep 2009 - Mar 2010
UX Design, Javascript, HTML, CSS, Photoshop, Fireworks, Sketch

- At a dynamic startup, coded interfaces for a JavaScript-based product enabling margin annotations on the web.
- Established and maintained a consistent UI style, managing a library of graphical components for feature construction.

Web UI Designer/Developer

The Kansas City Star
Mar 2008 - Sep 2009

Interactive Art Director

Bernstein-Rein Advertising
Jun 2007 - Mar 2008

Rich Media Architect

U Inc.
Jun 2005 - Jun 2006

Web Developer

The Covington Group
2002 - 2003

Frontend Developer

Grandfather Clocks Plus, Inc.
2001 - 2002