

Design Systems Architect · UX Engineer · UI Architect

Klarence Nathaniel OuYang

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Staff-level Design Systems and UX Engineer with 10+ years of experience designing, architecting, and governing scalable design systems that improve consistency, accessibility, and developer efficiency across enterprise products.

EXPERIENCE

Austin Community College | Austin, TX (Hybrid)

Adjunct Professor - Responsive Design · 2025–present

- **Deliver web design principles** including Mobile-first Design, Semantic HTML, CSS Architecture, **responsive design** layouts (grid, flexbox & container queries), and usability best practices, equipping students with industry-ready skills.
- **Instruct on Core Web Vitals** (LCP, FID, CLS), image optimization strategies (srcset, sizes, WebP/AVIF), and their impact on responsive user experiences.
- **Conduct accessibility audits** of departmental web properties and course materials, ensure all adhere to WCAG 2.1(AA) accessibility standards.
- I also teach in person at the United States Army Futures Command (AFC) in downtown Austin. The program is similar to General Assembly, with Product, Engineering, and UX programs.

Apree Health | Austin, TX (Remote)

[Castlight Health](#) and [Vera Whole Health](#) combined under [Apree Health](#).

Lead UI Engineer, Front End Infrastructure · 2023–2024

- **Drove accessibility strategy** across web applications, ensuring WCAG (2.1 AA) compliance and reducing accessibility-related defects.
- Developed and delivered accessibility training for 50+ engineers and designers, increasing adoption of inclusive design practices across teams.
- **Expanded and governed the enterprise UI Component Library**, establishing reusable components, accessibility standards, documentation, and implementation guidelines across multiple product teams.
- **Engineered enterprise-grade theming (white-label and design variant management) capabilities**, reducing onboarding time and enabling highly customized deployments at scale.

Castlight Health | San Francisco, CA (Remote since March 2020)

UI Engineer → Lead UI Engineer, Design Systems · 2019–2024

- **Led cross-functional Design System governance** across Product, Design, Engineering, & QE/QA Testing, defining component standards, documentation, contribution workflows, and adoption strategy for enterprise applications.
- **Architected & scaled a Design System in Storybook**, reducing design debt & accelerating UI implementation for multiple product teams. Serving millions of users with monthly active users of over 30–70%+.
- **Implemented Design Token Architecture**, improving frontend implementation accuracy, increasing UX consistency, and reducing design-to-development rework through tighter Product, Design, and Engineering alignment. Reduced UI defects by over 20% and eliminated the most prominent Accessibility issue (WCAG - 1.4.3 Color Contrast)
- **Partnered closely with Product Designers** using Sketch, InVision, and Figma to translate design libraries into production-ready components and maintain parity between design and code.
- **Authored UI Component Library documentation** (with semantic versioning), implementation guidelines, and accessibility standards to improve Design System adoption across engineering and product teams.
- **Implemented mobile-first, responsive design best practices**, enhancing usability & accessibility across diverse screen sizes & devices.
- **Extended the Design System to iOS and Android platforms**, ensuring feature parity and a unified brand experience across web and mobile.
- **Consolidated native and web repositories**, eliminating redundancy, reducing maintenance costs, and streamlining release cycles.

Cisco Systems | San Jose, CA

IT Analyst - UX Designer & Developer · 2014–2018

- **Led UX & front-end development** for enterprise partner applications, reducing UI defects & accelerating delivery.
- Built a reusable component library (HTML/CSS/JS), reducing development time by 20%+ and ensuring design consistency across enterprise apps.
- **Developed and maintained a scalable CSS framework based on company Style Guide**, standardizing styles and improving design efficiency for multiple engineering teams.
- **Conducted usability testing and audits**, implementing UX improvements that increased task completion rates & reduced user friction.

Trilogy Education | San Francisco, CA

UX/UI Design Teaching Assistant, Berkeley Bootcamp · 2020

24-week bootcamp covering UX Design, UI Design, and Frontend Dev Principles

- Taught 50+ students in two 24-week UX/UI bootcamp, mentoring students in design thinking, interaction design, data visualization and prototyping workflows. Taught with modern tools; Figma, Mira, and Webflow.

EDUCATION

San Jose State University

B.S. Management Information Systems · 2013

MiraCosta College (San Diego)

A.A. Web Development & Design · 2011

CERTIFICATION

MIT CSAIL

HCI UX Design Certificate · 2018

SKILLS

Accessibility & Usability

WCAG 2.2 (AA), WAI-ARIA, Screen Reader Testing, Information Architecture

Architecture & Tooling

Git, Webpack, Vite, Gulp, Docker, Kubernetes, CI/CD (Jenkins, Travis), Micro-services, Code Linters (eslint, htmlhint, stylelint), BrowserStack, CMS: Drupal, OUCampus

Design Systems

Design System Architecture, Design System Governance, Figma Libraries, Storybook, Design Tokens, UI Standards, Accessibility Standards, Web Component & Pattern Libraries, Documentation, Cross-functional Collaboration

Frontend Development

Semantic HTML (5), CSS (3)/SASS (BEM, Tailwind, Bootstrap), JavaScript (TypeScript, AlpineJS, AstroJS, Angular, React, Next.js, RxJS, NodeJS, ExpressJS) Python (Django), SQL, NoSQL

Prototyping & Design Tools

Figma (+ Sketch, Adobe XD), Illustrator, PhotoShop, Miro, OmniGraffle, Code (HTML/CSS/JS)

UX Methods

Wire-framing, Journey Mapping, Card Sorting, Content/Task Analysis, Persona, Heuristic Evaluations, Usability Testing