 [**Klarence** OuYang](https://www.linkedin.com/in/klarence/)

 UX Engineer, UX/UI Architect, Design Technologist

[www.klarence.net](http://www.klarence.net) klarence.ux@gmail.com

**Frontend Architecture | UX/Design System Architecture | Accessibility & Usability
Web Performance | Responsive Design/Development for Mobile to Web
Product Design | User-centered Design Thinking | Agile Methodologies**

# Career Summary

Innovative, UX Engineer with over a decade of experience working with multi-functional teams and global business & IT units. Creative cross-functional leader credited for a collaborative design and development process. Accessibility and usability specialist skilled at improving engineering productivity and efficiency, decreasing time to delivery, and increasing customer satisfaction.

# Professional Experience

**Apree Health | Austin, TX (Remote) 2023 – Present**

## Lead UI Engineer, Front End Infrastructure

[*Castlight Health*](https://www.castlighthealth.com/) *and* [*Vera Whole Health*](https://www.verawholehealth.com/) *combined under* [*Apree Health*](https://apreehealth.com/)*.*

* Leading Accessibility (a11y) – WCAG 2.1 AA Contractual Compliance
	+ Teaching the common misconceptions, issues, and best practices
	+ Making our Component Library accessible
* Leading Styling Architecture (DOM Layout, CSS, SASS)
	+ Responsive Web Design – Migrate and expand single code base to provide Native iOS, Native Android, and Web Applications
	+ White labeling – Offer branded solutions

**Castlight Health | San Francisco, CA 2019 – Present**

## Lead UI Engineer, Design Systems | 2021 – Present

*Joined as the second member of the Design Systems team bridging the gap between our designers and engineers.*

* Maintain and Develop internal Design System, a pattern and component library built in SASS/CSS, HTML, and TypeScript (Angular & Ionic)
* Improve developer experience by creating UI components, easier to use SASS mixins, and linting code for best practices and incompatibility with the browsers we support
* Set standards and best practices to ensure code quality for styling and templating
* Improved Build performance of both our desktop and mobile app by over 30%
* Expanded our Design System to cover mobile

**Trilogy Education | San Francisco, CA 2020**

## UX/UI Design Teaching Assistant @ Berkeley Bootcamp

[*24-week bootcamp covering UX Design, UI Design, and Frontend Dev Principles.*](https://bootcamp.berkeley.edu/ux-ui/)

* Including Human-centered Design Thinking, Interaction Design & Web Prototyping

**Cisco Systems, Inc. | San Jose, CA 2012 – 2018**

## UX Lead - UI Developer and Designer | 2014 – 2018

* Led Design & Frontend Code for Partner Apps
	+ [Cisco Partner Locator](https://locatr.cloudapps.cisco.com/WWChannels/LOCATR/openBasicSearch.do) (Public)
	+ *[Internal partner apps (partner portal), from onboarding thru reporting](https://www.cisco.com/c/en/us/partners/tools.html).*
* Served as Subject Matter Expert (SME) for UI conflicts (CSS/JS)
* Co-developed an internal CSS Framework (LESS)
* Served as SME for user experience, accessibility, and usability issues
* Created a UI Kit Style Guide (Adobe Xd) based on internal Brand Guide
* Authored User Journey Maps, User Flow Diagrams, Architectural Diagrams, Wireframes, Mockups, and Prototypes (both hotspots and code)

#  Education

## [UX Design Certificate – Human-Computer Interaction](https://mitcsail.credential.getsmarter.com/j5ee26db) MIT CSAIL – May 2018

**[B.S. Business –](https://www.sjsu.edu/isystems/programs/mis-concentration.php)**

**[Management Information Systems
San Jose State University](https://www.sjsu.edu/isystems/programs/mis-concentration.php)** [– Dec 2013](https://www.sjsu.edu/isystems/programs/mis-concentration.php)

[**A.A. Web Development & Design**](https://mat.miracosta.edu/MAT_SITE/degrees/webdevelopment_certofA.html) **MiraCosta College** – May 2011

**Skills**

## Tech

CSS / SASS Styling Architecture

Semantic HTML (Accessible)

JavaScript (TypeScript), Python

* Angular, React, Django
* Node + Express

 WAI-ARIA, Screen readers, VoiceOver, etc.

Webpack, Gulp/Grunt, Storybook

Code Linters (eslint, htmlhint, stylelint)

**Design**

Responsive Design (Mobile First)

Information Architecture

Interaction Design

Data Visualization

Visual Design / Graphic Design

**Prototyping Tools**

Figma, Sketch

Adobe Suite (Xd, Ai, Ps, Ae, Pr, etc.)

Code (HTML/CSS/JS)

OmniGraffle / Visio (User Flows)

## UX Methods

Persona

Card Sorting

Wireframing

User Journey Mapping

Content/Task Analysis

Heuristic Evaluation

Usability Testing