

Kevin Leong-Pelrine

Information Architecture, Design Systems

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Based in Queens, NYC. Available for remote or hybrid work in New York City.

ABOUT

I am a Senior Information Architect, with a decade of experience in the field of UX Design, Product Design, and Design Systems. Drawing on my background in library and information science, I thrive where I am able to sort out complex systems, and provide organizational clarity to chaos.

My past work has been primarily in the world of B2B SaaS product design, at the startup and enterprise level. Currently looking for contract or full time IC roles in Design Systems (UI).

EXPERIENCE

Tl;dr, I have:

- Worked closely with UX Research & PM counterparts to understand a problem space, and defined a UX and product strategy around that research.
- Worked at every stage in the design process, from blue sky concepts to system information architecture; from UI component libraries to working prototypes.
- Created, implemented, and contributed to design systems.
- 10 years of experience working in Agile software development.
- A particular curiosity of the software engineering process, and improving collaboration between designers and developers.

Procore Technologies | 2022 - 2023

Staff Product Designer

- Refactored legacy products to Core Design System, including an upgraded data table, making exponential performance enhancements and improving customer satisfaction and trust across our products.
- Led UI unification effort of six time tracking products to streamline time entry and reporting, and eliminate redundancy in the product.

continued

- Conducted audit of tool patterns as a Design System liaison for the Workforce Management division, helping to uncover new use cases for future contribution.
- Facilitated monthly discussions for ProQueer+, Procore's official LGBTQ+ Employee Resource Group.

Pixlee TurnTo, New York | 2020-2022

Director, Product Design

- Scaled a legacy design system to meet the needs of two recently merged startups.
- Refactored legacy Adobe XD library to Figma.
- Migrated documentation from InVision to Storybook and Chromatic, to align with the front-end engineers.
- Presented and socialized the new design system with the larger organization. New components were used in the launch of Checkout Comments, the first TurnTo product integrated with Pixlee TurnTo UI.

Houghton Mifflin Harcourt, New York | 2018-2020

Senior UX Designer

- Researched and pitched concept for a new HMH design system.
- Built InVision prototypes for unmoderated user testing. Collected and summarized learnings for the design team.
- Ran bi-weekly UX skill sharing workshops and book clubs with a distributed design team.

Infor, New York | 2013-2018

Senior UX Designer

- Created fully functional prototypes (UXPin) for live testing Ming.le, Infor's internal communication app at a leading industry conference.
- Redesigned Concierge, Infor's Knowledge Base, working alongside the Soho Design System team.
- Added use cases and worked with the Soho lead developer on UI contributions.

SKILLS

- Figma
- Front-end web development: HTML, CSS static site generators (11ty), accessibility.
- Microcopy, editing.
- Systems thinking

continued

- Information architecture: wayfinding design, card sorting, mental models, site maps, flow diagrams.
- Teaching, mentoring, mediating.
- Electronic music composition and sound design.
- Really good at crossword puzzles.

CONFERENCES

Clarity: A Design Systems Conference | 2020, 2021(attendee)

ConFig | 2020, 2021(attendee)

Design X: Remote Design Week | 2020 (attendee)

EDUCATION

Pratt Institute, New York - Master of Library and Information Science. Focus: Information Architecture, Media Ecology, Museum Archives, Association for Information Science & Technology (ASIS&T) student vice president.

General Assembly, New York - Front End Web Development (HTML, CSS, Sass, JavaScript)

Massachusetts College of Art, Boston - Bachelor of Fine Arts, Studio for Interrelated Media. Sound and video art. Live sound engineering.