

Brian Kingsbury (he/him)

UX Developer / Design System Engineer / Accessibility Advocate

About

I'm a UI/ UX developer with a focus on working with design systems, improving web accessibility, and perfecting UIs to the nearest pixel. I have worked on both the design and development side of user experience, and like to bridge the two in my roles (with my core responsibilities being development). I have built up 2 full design systems from scratch, helping developers easily meet design and accessibility needs in various products.

Experience

Johnson Controls

Senior UI/UX Developer

March 2023 - January 2025

- Researched and chose technical direction of new design system
- Pitched decision to design, development, and other tech managers and leads
- Worked with designers on design token approach, naming conventions, accessibility and design patterns
- Established design foundations such as colors, typography, icons, elevation, spacing, and grid in code
- Developed component library using custom built Web Components using StencilJS
- Packaged up system components for Web Components, Angular, and React in NPM
- Built custom documentation site showing installation instructions, working component examples, code snippets, and design guidelines
- Assisted product developers on design system implementation, bug fixes, and best practices
- Member of accessibility group, suggested improvements, shared insights, and presented to larger organization on accessibility best practices

InvestCloud

Senior Designer

March 2021 - June 2022

- Created new user flows and responsive UIs for desktop, tablet, and mobile
- Designed UI mock-ups in Sketch using internal design system
- Created custom branded design systems for client projects
- Designed layouts for digital and print books demonstrating software functionality to prospective clients

Advicent

Senior UX Developer

February 2020 - March 2021

- Added and edited code in component library (HTML, SCSS, Angular)
- Maintained thorough documentation of component library with live examples, code snippets, use cases, implementation standards, and versioning
- Helped development teams across different projects, including writing new code, improving UI style, fixing bugs, and performing code reviews
- Performed accessibility tasks such as full audits, code reviews, design reviews, code improvements and logging outstanding issues

Advicent

UX Developer

May 2017 - February 2020

- Built UIs for new products, created mock-ups and sites for user testing
- Performed manual accessibility audits on multiple products
- Created accessibility roadmap to improve product compliance over time
- Expanded component library and refactored from AngularJS to Angular 2+
- Created theming capabilities for design system to allow for custom branding
- Presented to larger organization on accessibility best practices

Advicent

Associate UX Developer

April 2016 - May 2017

- Developed UIs for multiple development teams across various products
- Helped with major UI refresh for core legacy product, improved the user experience, cleaned up and modernized front-end code, and added accessibility enhancements
- Conceptualized and built a component library using Angular JS
- Created custom documentation site for component library

Skills

Development: HTML5, CSS3, SCSS, Less, Web Components, Javascript, Typescript, React, Angular, AngularJS, StencilJS, WCAG 2.2, ARIA, NPM, Agile Method

Design: Design Systems, UI Design, Material Design, Responsive Design

Tools: Figma, FigJam, Sketch, Miro, Adobe Creative Suite, AXE tools, Lighthouse, Jira

Education

BFA - Design & Visual Communication

UW-Milwaukee

Links

Portfolio: briankingsbury.com

LinkedIn: linkedin.com/in/brian-kingsbury-37b274140/

Github: github.com/brian-codes-sometimes