

Lee White

[Github](#) | [Website](#) | [LinkedIn](#)

UX Engineer with 8+ years of experience building design systems, frontend platforms, and product experiences. Experienced partnering with designers and engineers to translate concepts into scalable component architectures, developer tooling, and production-ready interfaces. Passionate about accessibility, design systems, and improving how teams build products.

Work Experience

Senior UX Engineer, Design Systems | Hashicorp/IBM

July 2024 - present

- Built major complex components, including Key Value Inputs and Advanced Table.
- Lead project to modernize the Helios Design System, including establishing best practices for the team, converting the component showcase and integration tests to TypeScript, and updating the components to the Ember single file format.
- Create a new live demo UI for the Helios documentation website to allow consumers to see the old Ember component format and single file component format, depending on what their product uses.

Accessibility Engineer | Olark

March 2023 - June 2024

- Owned the accessibility of all Olark products, with a focus on the new Agent Console.
- Partner with the Head of Product on designing and implementing new, accessible features and creates a standard for how the frontend uses Material UI.
- Designed and built the frontend for customers to manage, test, and improve their AI Chatbot.
- Organized user testing sessions focused on improving accessibility and usability, including a multiselect component and the status indicator for agents.

Senior UX Engineer, Design Systems | Twilio

September 2022 - March 2023

- Built major complex components, including the Code Block and Chat Composer.
- Mentored the designers and engineers on the Paste Design System team as the accessibility subject matter expert by reviewing their work and leading brown bags on subjects like the ARIA Authoring Practices and alternative text.

UX Engineer, Design Systems | Twilio

September 2021 - September 2022

- Led the Conversations UI Kit project, a set of components and design assets for chat experiences. Advised designers to determine the necessary parts and built the relevant set of the components.
- Created Intro to Accessibility training attended by 100 people across engineering, design, and product management.

Software Engineer, Design Systems | Better

January 2021 - August 2021

- Led efforts to standardize documentation and created a Design Systems Terms Glossary.
- Built critical components for the early design system, such as Toggle and Modal.

UX Engineer, Accessibility | Salesforce

August 2018 - November 2020

- Created an accessibility specification for a UI that enabled Salesforce admins to create dynamic product walkthroughs on any Salesforce page. Included keyboard functionality for blind or keyboard-only users in creation and viewing mode.
- Consulted for 10+ teams in the Platform Cloud on accessibility. Ensured existing products did not regress and created plans with product managers, designers, and engineers to make the new ones accessible as well.
- Developed a prototype of a keyboard interaction model using semantic HTML to make complex flow chart diagrams accessible to screen reader users.

Skills

Frontend: TypeScript, HTML, CSS, JavaScript, React, Web Components, Ember

Accessibility: WCAG 2.2 requirements, ARIA 1.2, screen readers (NVDA, JAWS, VoiceOver), Axe, keyboard testing, accessibility audits

Speaking & Writing:

- LibertyJS 2023: [Progress Over Perfection: Your First Steps in Accessibility](#)
- A11Y Camp Bay Area 2020: Accessibility and Web Components
- [Intro to Web Components](#)
- [Accessibility for Web Components](#)
- Dreamforce 2019: Salesforce for All: Building Accessible Web Components

Education

Web Accessibility Specialist Certification

International Association of Accessibility Professionals

Received March 2024

Bachelor's of Computer Science
University of California, Santa Cruz

September 2015 - June 2018