

Alex David Johnson

System Designer

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EXPERIENCE

System and Visual Design | Apple

Dec 2019–Present

- Partnered with design and engineers to build out a web component library to support Apple's search ads tool
- Managed and improved upon the design patterns, interactions and visual language
- Responsible for the visual consistency of sketch files and partnered with engineering to insure pixel perfect designs
- Championed accessibility within the tool and the web component library

Product Designer | Eversight

2018–Aug 2019

- Led product design strategy and research on the Retail products
- Established and defined a design system library and paired with front-end engineers to build sustainable React components
- Collaborated with data engineers and customer success team to identify, execute and deploy new product features

Product Designer and Prototyper | GoPro

May 2016–Jan 2018

- Played an integral role in the launch of the company's first modular drone, GoPro Karma.
- Pioneered a design system and tool organization for the Karma drone interface that improved the team workflow
- Collaborated with cross-functional team to define product strategy and new feature explorations
- Created prototypes for stakeholder reviews and concept testing to gain user insight and inform design decisions
- Provided horizontal support on the camera product ecosystem to unify interaction patterns across multiple hardware experiences

Designer (Contract) | Shop at Home

Nov 2015–Dec 2015

User Experience (Intern) | Universal Mind

Jun 2015–Aug 2015

EDUCATION

University of Colorado Denver

BFA Digital Design | May 2015

Danish Institute for Study Abroad

Human-Centered Design | Summer 2014

HONORS

UCD Digital Visions

Best 3D Animation | May 2015