

Daniel Neath

Product Designer (UI/UX) | Design Systems | Accessibility | Design Engineering

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SUMMARY

Product designer for complex, data-dense software, focused on accessible design systems and design-to-code. Partners with engineering on token pipelines, component libraries, and AI workflows that keep design and code in sync.

EXPERIENCE

UI/UX Designer, Cole Engineering Services Inc. (CESI) 2023 - Present

- Lead a design system adopted across every project, which unified the UI, made WCAG 2.1 AA the accessibility baseline, and helped secure the team's contract renewal.
- Own end-to-end UX for 11 mission-critical projects, partnering with developers on a Figma-to-code token pipeline, and building AI workflows that help developers and coding agents build the right components and audit for accessibility.
- Led UX/UI for two hackathons that helped win new contracts.

Visual Designer, TL;DR Insights 2022 - 2023

- Turned complex research data into clear visualizations that reduced comprehension time for non-technical stakeholders.
- Created reusable visual frameworks that kept deliverables consistent and made research findings easier to retain, with every project delivered on time.

Visual Designer, Rule of Law Collaborative 2021 - 2023

- Designed infographics and data visualizations that increased engagement with legal education content.
- Created culturally responsive visual materials for global rule of law programs.

Design Intern, Rhodes Branding 2022

- Produced logos, motion graphics, and 3D renders that strengthened a K-12 education brand.
- Kept the brand consistent across all deliverables and supported marketing campaigns.

Digital Animator, Irvin Dept. of Rare Books and Special Collections 2020 - 2021

- Animated 18th-century Piranesi architectural illustrations, which increased website engagement with archival materials.
- Used 2D and 3D animation and image editing to make historical content more accessible for education.

Motion Graphic Designer, University of Missouri 2017 - 2019

- Designed motion graphics for math training modules that made complex concepts easier to understand.
- Worked with educators to make the content accurate and clear for diverse learners.

Multimedia Designer, Yard Media 2017 - 2019

- Created logos and animations aligned with client brand goals and guidelines.
- Managed client feedback and delivered multiple projects at the same time, on schedule.

SKILLS

Product Design: User Research, Usability Testing, Information Architecture, User Flows, Interaction Design, Wireframing, Prototyping, Data Visualization, Dashboard Design, Journey Mapping, Design Thinking, Visual Design, Motion Design, Agile

Design Systems: Design Tokens, Component Libraries, Documentation, Design QA, WCAG 2.1 AA, Accessibility Audits

Front-End: HTML, CSS, TypeScript, React, Angular, Storybook, Style Dictionary, Git, Docker, Kubernetes, Linux, Playwright

AI: ChatGPT, Codex, Claude, Opencode, Figma MCP, Code Connect, Figma Make, AI Agents, AI Skills

Tools: Figma, FigJam, Figma Token Studio, Adobe Creative Cloud (Illustrator, Photoshop, After Effects, InDesign, Lightroom, XD), Blender, Cinema 4D, Unity, Ableton, Webflow, WordPress, Jira, Confluence, GitHub, GitLab, Bitbucket, Notion, Miro

EDUCATION

Bachelor of Fine Arts (BFA), Cum Laude, University of South Carolina 2023

The Ultimate Figma and UI Masterclass Certification, Designership 2023

AWARDS

Honorable Mention, GLITCH 2023

Certificate of Appreciation, South Carolina House Legislative Oversight Committee 2022

Marcom International Gold Award 2019