

What I design is what ships. 8+ years building design systems at the intersection of frontend engineering and UX. I've helped Fortune 1000 companies stand up design systems from scratch, then moved to product to design and ship AI features in production. Most useful where design and engineering overlap and nobody's sure whose job it is.

Selected Projects

Plumb, an approval layer for design system drift

brittanysmart.com

Compares a design system's sources of truth, Figma against Storybook against the docs site, and flags where they have drifted apart. Each fix is proposed with a confidence score; a human approves, edits, or rejects it before anything runs. The model judges, the code enforces. Next.js, TypeScript, shadcn/ui, and a local model through LiteLLM.

Triage, a Figma plugin for design system cleanup

live on Figma Community

Scans for hardcoded colors, detached instances, and undocumented components. Nothing applies until you approve.

Experience

UX Engineer, Product Team

May 2024 – Apr 2026

Knapsack · Remote

VC-backed (\$10M Series A) enterprise design system platform. Moved from customer implementation to product, partnering with the lead designer to ship new features.

- Designed and built the intelligence layer connecting enterprise design systems to AI tools: users upload sources and control exactly what context the Knapsack MCP server exposes, giving human-in-the-loop control over what an AI is allowed to use.
- Owned Knapsack's own design system: contributed components, wrote the GitHub Actions workflows that built and released it, and taught the product designer to work in it independently.
- Built the control-plane frontend for the Intelligent Product Engine from scratch: data tables, toggle controls, and optimistic UI with rollback.
- Audited 18 delete touchpoints across the app and created three reusable UX patterns now used on every surface.
- Partnered with our user researcher on the research plan and workshops, co-writing session outlines and sitting in on interviews and UserTesting studies, so prototype feedback reached the design before build.
- Led the day-to-day work of a UX engineer and a product designer, planning features into epics with dependencies mapped.
- Set up MCP server integrations with Claude Desktop before most teams had heard of MCP, and wrote the onboarding docs.
- Designed the self-serve install flow, which opens a GitHub PR the customer merges into their own repo.

Solutions Architect

Feb 2022 – Apr 2024

Knapsack · Remote

Helped Fortune 1000 customers in fintech, healthcare and aerospace stand up design systems on the Knapsack platform. Part consultant, part engineer, part translator.

- Set up end-to-end design systems for enterprise customers: tokens, Figma-to-code pipelines, and component libraries in React, Vue, and Web Components.
- Built the pipelines that shipped them: GitHub Actions for component builds and versioned releases, with visual regression testing that failed the build on drift.
- Taught customer teams to own and operate their own design systems: contribution workflows, design-to-code handoff, component releases, testing, and governance.
- Designed the IA for workspace docs, onboarding flows, and starter kits.
- Featured guest on the Design Systems Podcast.

UX Engineer

Nov 2017 – Jan 2022

City of Portland, Bureau of Technology Services

On the team that replatformed Portland's city website, serving 650,000+ residents. Design and frontend engineering both, from Figma to production Drupal.

- Built a component-based design system in Drupal and Pattern Lab before "design systems" was a job title. Reusable navigation, search, layouts, cards, and badges.
- Set up visual regression testing with Jest and Puppeteer so component drift got caught before it shipped.
- Built responsive, WCAG-accessible interfaces for public-facing city services.

Skills

Frontend	React, TypeScript, JavaScript, Node.js, HTML, CSS, Tailwind, shadcn/ui, Chakra UI, Radix, Next.js, GraphQL, Supabase, Vue, Web Components, Drupal
Design systems	Design Tokens, Component Libraries, Multi-framework Architecture, Figma-to-Code Pipelines, Storybook, Information Architecture
Design	Figma, UX Design, Prototyping, Wireframing, Interaction Design, WCAG Accessibility, User Research
Build & AI tooling	GitHub Actions, CI/CD, Visual Regression Testing, Component Releases & Versioning, Claude, Claude Code, Cursor, MCP Protocol, Human-in-the-Loop Design, LaunchDarkly, Git, GitHub

Education