



Anthony Inga

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EXPERIENCE

Persimmony – Frisco, TX

Design Engineer (Contract)

Mar 2026 – Sep 2026

- Owned the design system for a ground-up rebuild of a public health record SaaS platform, defining the component library and design token architecture that became the foundation of the front end.
- Built and shipped components alongside a small product and engineering team, reviewing implementation as each component landed to catch drift before it spread.
- Delivered the developer-facing layer of the system: Storybook component documentation, typed component APIs (props and variants), and usage and contribution guidelines for engineers building with and contributing to the library.
- Moved project documentation to markdown for faster retrieval and easier versioning.

7-Eleven – Irving, TX

Senior Experience Designer

Sep 2025 – Mar 2026

- R&D team member defining an LLM-informed intent framework, moving the consumer app and website catalogue search from keyword pattern matching to intent-driven user experience.
- Designed how the interface behaves when the system interprets what a user wants rather than matching exact input, from early discovery through pilot concepts.
- Built interactive Figma prototypes to align interactions and behavior before development.

Goosehead Insurance – Southlake, TX

Experience Designer

Oct 2023 – May 2025

- Designed a bespoke CRM application over Salesforce that was used by 2,000+ agents to quote and bind policies.
- Built and signed off on a custom library of components with a front-end developer in a shared Storybook sandbox; the setup grew into a monorepo that other dev teams adopted as foundation for starting new projects.
- Mapped how agents worked around the legacy system's limits and built those patterns directly into the new UI.
- Validated decisions through agent interviews and informal usability testing.

Bottle Rocket Studios – Addison, TX

Digital experience and transformation consultancy delivering mobile, web, and enterprise products for national clients.

Experience Architect

Jan 2022 – May 2023

- Led discovery and defined core experience structure for client mobile products, translating business requirements and field research into scalable, cross-platform workflows.
- Partnered with client stakeholders, product managers, engineers, and visual designers through delivery, leading edge case implementations and piloting features with end users before wide release.
- Aligned product requirements with client analytics teams so the data captured supported reliable downstream reporting.

Experience Designer

Jul 2020 – Jan 2022

- Owned UI and art direction for an award-winning iOS and Android app, taking an aging design library through a full visual refresh.
- Kept design and build in sync through regular QA passes with engineers on both native platforms.
- Produced Lottie animations end to end, from illustration in Illustrator to rigging in After Effects and engineering handoff.

EDUCATION

University of Texas at Dallas – Bachelor of Arts, Design

School of Arts, Technology, and Emerging Communication

Academic Bridge Scholarship Recipient

SKILLS

Front-End & Systems

React, Next.js, Svelte, TypeScript, JavaScript (ES6+), HTML, CSS, Tailwind CSS, Radix UI, shadcn/ui, Vite, Storybook, Chromatic, Design Systems, Component Libraries, Component Library Architecture, Design Tokens (Tokens Studio, Style Dictionary), Theming, Accessibility (WCAG), Responsive Design

Testing & Tooling

Playwright, Vitest, Git, GitHub, BitBucket, Node.js, npm/pnpm, Visual Studio Code, Android Studio, Xcode, Ubuntu, Fedora

Design & Prototyping

Figma, FigJam, Framer, Framer Motion, Webflow, WeWeb, Zeroheight, Lottie, Adobe After Effects, Adobe Illustrator, Adobe Photoshop, Sanity CMS

LLM & Agent Tools

Claude Code, Cursor, Codex, OpenCode, Hermes, Ollama, Open Web UI, Perplexity AI, HeyMarvin AI, Midjourney; LLM-informed UI and intent framework design

Product & Research

UX Research, Wireframing & Prototyping, Interface Architecture, Information Architecture, User Flows & Journey Mapping, Usability Testing, Interviews, A/B Testing, Product Strategy & Roadmapping, Art Direction

Collaboration

Jira, Confluence, Notion, Miro, Salesforce, Tableau

AWARDS

Visual and UX, W3 Awards – Mobile App, 2022

Best UI and UX Practices, W3 Awards – Mobile App, 2021

Best in Professional Services, Stevie Awards – Mobile App, 2021

Inspire Award, First Tech Challenge – Imperial Robotics, 2015

MEMBERSHIPS & VOLUNTEER

Primos, First Generation Career Mentor – 2024

Bold Idea, Technology Mentor – 2022

WPP Network Recruiting Conference, Panelist – 2021

Ambassador, UTD AIGA Student Group – 2018-2020

Court Appointed Student Advocacy, Philanthropy – 2016-2020

Leonardo/ISAST MIT Press, Latin Academic Reviewer – 2019

Executive Member, AO Chapter of Omega Delta Phi – 2018-2019

Dallas World Interaction Design Day Conference, Panelist – 2018-2019