

Dylan Smith

UX Engineer - East Setauket, New York

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Summary

Designer and developer with 10+ years of experience living in the overlap between product design, front-end development, and database architecture. Leveraging my passion for visual design and my insatiable curiosity, I craft reusable and scalable systems for the people who use them. I've built production-grade design systems from zero and shipped them as the solo practitioner bridging design and engineering. Eager to contribute technical proficiency and creative insight to a forward-thinking team.

Skills

Design: Figma, Illustrator, Design Tokens, Layout Systems, Prototyping, Wireframing

Front-end: TypeScript / ES6+, React, Next.js, TailwindCSS, REST, GraphQL

Database: SQL Server 2012+, PostgreSQL, Prisma, Firebase, Supabase

Tooling: Python, Git, TFS, Claude Code, MCP, agent and skill building

Collaboration: Obsidian, Jira, Confluence, Monday, Github Projects, Trello

Work Experience

SmartAdvocate, Melville, NY

UX Engineer & Data Conversion Engineer

June 2024 - Present

- Sole designer and developer responsible for the **end-to-end implementation of site-wide UI refresh** unveiled at annual user conference.
 - Designed the organization's first design system on top of existing DevExpress architecture; presented wireframes, high fidelity designs and prototyped user flows to internal decision makers.
 - Implemented multi-layered design tokens and CSS variables alongside accessible and responsive ASP.NET code in a production codebase without regression across existing surfaces.
- In parallel, **reduced average data migration turnaround by 60% while managing more than a dozen projects** by building a scalable project framework, adopted team-wide as best practice.
 - Created and maintained the data migration team's "starter-kit" monorepo: a standardized project boilerplate complete with hundreds of curated migration scripts, shared tooling, and CI automations.
 - Shipped alongside a custom Python CLI to streamline database operations and cloud deployments, as well as a suite of Claude Code agents and skills.

- Largest contributor to the internal Confluence knowledge base; authored documentation covering standard operating procedures, system conventions, and database schemas.

MDS Property Management Software, Hauppauge, NY

Lead UI/UX Designer

July 2022 - April 2024

- **Kickstarted the company's first design system** from scratch using atomic design methodology; partnered with engineering to implement design tokens and custom component architecture.
- Collaborate with product owners to overhaul and streamline the feature handoff experience, **reducing time to ship features by 50%**.
- Owned the design effort from wireframe to production for keystone features **servicing 1,000+ daily users**.
- Established the first formal user research practices, conducted user persona interviews and used the findings to drive the redesign of the flagship product's most-used page.

Data Conversion Engineer

December 2019 - June 2022

- Lead engineer on a data migration project for North America's largest property management firm, orchestrating complex ETL processes to migrate data from legacy systems with data integrity and consistency.
- Coordinated strategy meetings with external decision makers and partnered with cross-functional teams to translate business logic into optimized SQL database architecture.
- Authored hundreds of pages of evergreen technical documentation.

Report Design Specialist

June 2016 - November 2019

- Designed and coded financial reports issued monthly to shareholders for over 50 clients.

Software Support Specialist

December 2014 - May 2016

- Became a product expert to reproduce, diagnose, and triage client issues.

Projects

rarebrew.gg - Magic: The Gathering Commander Deckbuilder

March 2026 - Present

React, Next.js, TailwindCSS, Supabase, Recharts, Scryfall API, EDHREC API

- Designed and built a responsive progressive web app (PWA), delivering a best-in-class user experience for managing Magic: The Gathering decks.

- Built a comprehensive suite of mobile and desktop components built on top of unified primitives, resulting in a consistent user experience across devices.
- Integrated the Scryfall and EDHREC APIs for card data and format analytics; used Recharts for mana curve, color distribution, and statistical deck visualizations.
- Architected a custom data layer to collate rich information across disparate external sources.

Education

Bachelor of Arts in Economics - May 2013
SUNY Stony Brook, Stony Brook NY

Ask me about

- Dungeons & Dragons
- PKM
- Bullet Journaling
- MTG