

Adam Parish

Design Engineer

React/TypeScript, design systems, AI-native workflow

Spokane, WA (Remote, US) · hello@atomparish.com · linkedin.com/in/atomize · github.com/adamparishspok · atomparish.com

(SUMMARY)

Design engineer with 10+ years bridging product design and frontend engineering for fintech and B2B SaaS. I design and build in React and TypeScript, have built three design systems across Figma and code, and work in an AI-native workflow with Claude Code and Cursor: prototyping in code, then testing and owning what ships.

(EXPERIENCE)

Lead Product Designer & Product Manager

2022 – Present

Atomic · Remote

- Lead design for an embedded fintech SDK used by millions of people each month.
- Own design and product for a core product line, from discovery through shipped UI.
- Maintain the design system and public design documentation; work with engineers on production UI.
- Run product experiments and analytics to improve conversion.

Lead Product Designer, IP Solutions Group

2019 – 2022

Aon · Spokane, WA

- Led product design across a suite of IP and risk products for enterprise insurance.
- Ran design sprints and partnered with developers through implementation.
- Promoted from Product Designer to Lead within 11 months.

Lead Product Designer / Frontend Developer

2018 – 2019

CloudEngage · Spokane, WA

- First product designer; set up design foundations, process and product strategy.
- Designed and built an in-house design system in production code (HTML, SCSS, C#).

Co-founder, Lead Designer & Frontend Developer

2014 – 2018

XpenseOne · Spokane, WA

- Co-founded an expense-reporting startup; owned product design, frontend, marketing and fundraising.
- Built a web and mobile app white-labeled by three banks; raised over \$500K.

Product Designer

2017 – 2018

Imprezzio · Spokane, WA

UI Designer / Frontend Developer

2015 – 2017

Amphenol Telect · Spokane, WA

(SKILLS)

FRONTEND	React, React Native, TypeScript, JavaScript, HTML, CSS/SCSS, Node.js, GSAP, WebGL, Git
DESIGN SYSTEMS	coded component libraries, Figma libraries, Storybook, documentation
DESIGN	product design, interaction and motion, prototyping, user research, design sprints
AI-NATIVE WORKFLOW	Claude Code, Cursor, AI-assisted prototyping and implementation
PRODUCT	experimentation, product analytics, embedded SDKs, API products