

LANE GARNER

Design Engineer • Design Systems • Accessibility • AI-Native Interfaces

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SUMMARY

Design engineer with 6+ years building design system components, WCAG-compliant interfaces, and pixel-perfect UI in React, React Native, and TypeScript. At Indeed, embedded on a UX team building enterprise hiring software and employer-facing product surfaces while contributing to the company's internal design system. Recent work centers on AI-native interfaces: streaming LLM UIs, AI-generated content surfaces, and daily AI-assisted development with Claude Code.

EXPERIENCE

Associate UX Developer / UX Developer / Software Engineer II | Indeed • Austin, TX Oct 2021 - Present

- Design engineer embedded on a UX team with product designers, PMs, and SWEs, building internal enterprise hiring software used to hire on behalf of large companies; iterated directly with users to refine flows and UI.
- Contributed to Indeed's internal design system: expanded the capabilities of a table component used across many product surfaces, maintained and updated dependencies, and supported major version migrations. Documented work in Storybook with Chromatic visual regression testing.
- Implemented UI for the Candidates and Jobs surfaces of Indeed's employer application; remediated WCAG issues identified in third-party accessibility audits to meet company accessibility goals, backed by automated Axe checks.
- Collaborated daily with product designers and UX researchers, aligning engineering output with design specifications and helping advance accessibility practices across teams.
- Built frontend for AI-generated summaries in the employer product that explained how a candidate's qualifications aligned with the job.
- Maintained quality with Jest, React Testing Library, Playwright, and TestCafe, plus automated Axe accessibility and Chromatic visual regression tests; drove responsive and performance improvements on high-traffic pages.

UI/UX Developer | Wridz • Austin, TX Jun 2021 - Oct 2021

- Refactored a production React Native ride-share app: rebuilt UI components, restructured Redux state, and shipped design improvements to the live product.
- Delivered production-ready UI aligned with design specifications, maintaining brand and interaction fidelity across iOS and Android.

Software Developer | Zollege • Austin, TX Feb 2021 - Jun 2021

- Full-stack development (React, Node, MySQL) and led UX/UI design for internal products; established GitHub-based team workflows.
- Collaborated in Agile sprints to deliver product features from concept to deployment.

Freelance Web Developer | Independent Dec 2019 - Oct 2021

- Designed and built React and React Native apps for clients using Firebase, GraphQL, and Node.
- Created SEO-optimized, performant client websites with mobile-first responsive layouts and accessibility.

PROJECTS

Rhythm Fit: AI Workout Coach & Tracker | React Native • Expo • TypeScript

- Designed and built an offline-first workout app: Redux Toolkit with AsyncStorage persistence and background sync to Supabase; NativeWind (Tailwind) styling; WCAG 2.2 AA accessibility.
- Built a streaming AI coach: OpenAI-powered chat with NDJSON streaming, structured tool-call parsing into scheduled workouts, and a Node/Express + Supabase backend.
- Designed the full product experience: onboarding with spotlight overlays, light/dark theming, plate-math calculators, and an iOS home-screen widget and Live Activity (Swift).

Tutti UI: Cross-Platform Design System | React • React Native • TypeScript • Tailwind • Storybook

- Built a component library spanning web and React Native from one set of design tokens: 32 component families (60+ exports) on web, 27 ported to native via NativeWind, with semantic dark-mode theming, accessible-by-default components, and 600+ Jest/RTL tests, documented in Storybook.
- Designed AI-native primitives for LLM interfaces, including streaming text, chat, agent workflow visualization, and confidence indicators; published as pnpm packages in a Turborepo monorepo.

GarnerGuitar.com: Course Platform | Next.js · TypeScript · Stripe · Supabase

- Built a guitar education platform with Stripe checkout, purchase-gated course content, and Supabase auth, handling everything from product design through deployment.
- Implemented signature-verified Stripe webhooks, server-side purchase gating, signed video URLs via Cloudflare Stream, and guest-checkout-to-account linking.

Tribe Tracker: Social Habit Competition App | React Native · Expo · TypeScript · Supabase

- Group habit challenges with real-time sync, leaderboards, group chat, push notifications, and an AI coach that analyzes user metrics and writes personalized advice on how to improve.
- Engineered the AI coaching pipeline: OpenAI responses validated against JSON schemas, a deterministic stats fallback when the model fails, rate limiting, weekly AI digests posted to each challenge's chat via cron, and AI challenge matching during onboarding.

Shedr: Music Practice App | React · Firebase · Tone.js

- Practice tracking for musicians: Tone.js metronome and drone, real-time pitch-detection tuner (ml5.js), audio recording to Firebase Storage, repertoire management, and streak stats.

SKILLS

Frontend: React, React Native, TypeScript, Next.js, Expo, Redux Toolkit, Tailwind CSS / NativeWind, GraphQL, REST

Design Systems & Accessibility: component libraries, design tokens, Storybook, Chromatic, Figma, WCAG 2.1/2.2, Axe, accessibility audit remediation

AI & Testing: LLM API integration (OpenAI), streaming UI (NDJSON/SSE), AI-assisted development (Claude Code), Jest, React Testing Library, Playwright

EDUCATION

Web Development Certificate , Austin Coding Academy	2020 - 2021
Master of Music, Jazz Studies , University of North Texas	2010 - 2013
Bachelor of Music, Jazz Studies , University of North Texas	2006 - 2010