

# Kirsten Stryker, CPACC

Staff / Principal Product Designer · Design Systems & Foundations

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## PROFILE

Staff-level product designer with 15+ years of experience leading enterprise design systems and creating scalable product foundations. Specializes in component architecture, design tokens, accessibility, multi-mode theming, and governance across complex digital ecosystems. Bridges design and engineering through reusable systems, clear standards, and AI-assisted workflows that improve implementation quality, accelerate delivery, and enable adoption across teams.

## PROFESSIONAL EXPERIENCE

### FICO · Lead Systems Designer

05/2025–Present

Design Systems & Governance · Remote

- Lead modernization of FICO's enterprise design system, establishing tokenized foundations, reusable components, and scalable patterns across a complex product ecosystem.
- Define visual and interaction foundations, including color, typography, spacing, elevation, states, and accessible multi-mode theming.
- Partner with design-system engineering to align Figma libraries with production components, reducing implementation ambiguity and development time by approximately 60%.
- Develop AI-assisted governance workflows using codified design-system standards and WCAG 2.2 requirements to review prototypes and implementation code.
- Establish contribution processes, documentation standards, and governance practices that enable teams to extend the system while maintaining quality, consistency, and accessibility.

### lululemon · Product Design Lead, Supply Chain Operations & Tooling

03/2023–05/2025

Vendor Tools & Design Systems · Remote Contract

- Led development and evolution of the Canvas design system supporting enterprise supply-chain and vendor applications.
- Partnered with engineering to establish scalable component patterns, reusable UI architecture, and WCAG 2.1 AA accessibility practices.
- Defined governance, documentation, and contribution processes supporting adoption across multiple product teams.
- Led end-to-end design of internal vendor tooling, replacing manual processes with digital workflows that achieved 100% adoption.

### ForgeRock · Principal Product Designer, Operations & Design Systems

02/2022–03/2023

IAM / SaaS · Remote

- Built and maintained two large-scale Figma design systems supporting complex cloud products, achieving approximately 85% adoption across teams.
- Collaborated with engineering on design tokens and component architecture to strengthen consistency between design libraries and production.
- Defined scalable interaction patterns and migration strategies to support modernization of legacy product experiences.

**Mission Lane · Product Design Manager**

08/2021-02/2022

Fintech · Remote

- Led product design integration for acquisitions, establishing cohesive interface patterns across previously separate experiences.
- Developed a design-system contribution model and mentored designers to scale design delivery and maintain consistency.

**Possible Finance · Director of Product Design**

05/2020-08/2021

Fintech · Remote

- Led redesign of the consumer application experience while establishing a reusable React-based design system.
- Built and led a remote design team from zero to five while remaining hands-on in product and system design.

**Filter, a Merkle Company · Senior User Experience Designer**

05/2019-02/2020

Consultancy · Seattle, WA

- Led UX and visual design for complex client products, collaborating with engineering on feasibility and implementation.
- Presented design direction to senior stakeholders and facilitated cross-functional design workshops.

**Slalom · Lead Product Designer**

06/2017-10/2018

Consultancy · Seattle, WA

- Led product design for a major proof-of-concept engagement with an 11-person multidisciplinary team.
- Translated complex enterprise requirements into workflows and product experiences using Salesforce Lightning.

**Avanade · Senior Designer**

03/2015-06/2017

Consultancy · Seattle, WA

- Led an eight-person, multi-agency design team delivering visual design for T-Mobile's Fuse 1.0 design system.
- Established processes connecting visual design, UX, engineering, implementation, and QA.

EDUCATION & CERTIFICATIONS

**BFA, Graphic Design**

Cornish College of the Arts

**Certified Professional in Accessibility Core Competencies (CPACC)**

IAAP

**Certified Design Thinking Practitioner**

LUMA Institute

**Certified ScrumMaster (CSM)**

Scrum Alliance

EXPERTISE

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|-----------------------|----------------------------------------------------------------------------------------------------------------------------|
| DESIGN SYSTEMS        | Strategy · Architecture · Foundations · Components · Design Tokens · Multi-Mode Theming · Governance · Contribution Models |
| ACCESSIBILITY         | WCAG 2.2 AA · Inclusive Design · Accessible Components · Accessibility Governance · CPACC                                  |
| AI-ASSISTED WORKFLOWS | Design-to-Code · Prototyping · Documentation · Component QA · Accessibility Review                                         |
| LEADERSHIP            | Cross-Functional Collaboration · Design & Engineering Alignment · Adoption Strategy · Mentorship                           |
| TOOLS                 | Figma · Claude · Claude Code · VS Code · Bolt · Jira · Confluence · Adobe Creative Cloud                                   |