

Allen Tompkins

Senior Product Designer · UX · Design Systems · AI-Native Prototyping

Tacoma, WA · 206-446-5364 · atom206nw@gmail.com · allentompkins.com · linkedin.com/in/allentompkins

SUMMARY

Senior product designer with 10+ years designing enterprise SaaS, developer tools, and AI/ML platforms at Microsoft, Apple, and Weave. Delivers end-to-end product design: user research, user stories and PRDs, user flows and information architecture, design systems and component libraries, high-fidelity prototypes, and engineering handoff. Currently designing an AI-native workflow automation platform and building Claude Code tooling that turns Figma designs into engineering-ready code, cutting design-to-code turnaround from weeks to days.

CORE COMPETENCIES

Product Design: End-to-end product design, user research, usability testing, user flows, information architecture, journey mapping, wireframing, interactive prototyping, accessibility (WCAG), responsive and mobile-first design, motion design, data visualization

Design Systems: Component libraries, design tokens and Figma variables, Fluent Design System, Storybook, design documentation, design-to-code handoff, style guides

AI & Prototyping: AI-native feature design, LLM and agent workflows, MCP integrations, Claude Code skill building, Figma-to-code automation, AI-assisted code review, Lovable, Framer

Ways of Working: Cross-functional collaboration, PRDs and user stories, QA and bug triage, Agile/Scrum, Linear, GitHub, stakeholder presentations, mentorship

EXPERIENCE

Weave | Senior UX Designer | Jan 2025 – Present | *Workflow automation platform · Hybrid*

- Senior UX Designer for Weave, an agentic workflow automation platform: authored the initial PRD, user stories, and Figma wireframes that shaped the first designs, plus user flow charts for each thread type and for marketing campaigns.
- Built FigmaRN, a custom Claude Code skill that converts Figma components into React Native code, opens a GitHub pull request, writes handoff content into the Linear issue, and creates Storybook entries, cutting design-to-code turnaround from weeks to days.
- Documented repeatable processes for component production in Claude Code, including skill building and code lessons, so design and engineering share one pipeline.
- Established a Storybook workflow with engineering for publishing, organizing, and documenting the functionality and usage of finalized React Native components.
- Run QA on components in the live application, logging functional and UI bugs; corrected UI and UX issues in Fabric, a memory application merge into Weave.
- Partnered with the design team on Tally, a financial-help web application designed in Figma and produced in Framer. Features included managing Framer's CMS, and API engine for banking.

Independent Design & Creative Practice | Creative Sabbatical | Apr 2024 – Dec 2024 | *Tacoma, WA*

- Produced and released a five-song EP as Neurogeist (dark electronic); designed the project's visual identity, cover art, social media, marketing, and web presence.
- Continued hands-on design practice in Figma, Adobe Studio, OpenAI, Claude, and HTML/CSS.

Apple | UX Designer, AIML Data Platform (contract) | Dec 2022 – Mar 2024 | *Seattle, WA · Remote*

- Designed user flows, mockups, and working prototypes for Apple's internal AIML Data & Feature platform, used by ML engineers to create, deploy, and monitor models and feature sets.
- Designed dashboard visualizations for model and feature-set creation, effectiveness, usage, and lineage, improving data access for the AIML engineering teams and visual continuity for the UX design team.

- Delivered engineering specifications and design recommendations across the AIML product family to keep multiple launches consistent with platform standards.

Microsoft | UX Designer, Azure Cognitive Services / Azure OpenAI (contract) | Mar 2021 – Sep 2022

Remote

- Designed the end-to-end experience for Azure OpenAI procurement and onboarding, from user flows and wireframes to interactive prototypes, providing daily design guidance through development, testing, and public release.
- Built and documented a Figma component library for Azure Cognitive Services aligned with the Fluent Design System, improving library performance and adoption across the UX team.
- Mentored designers on component architecture and design-system best practices.

SkedgeAlert | UX/UI Designer (contract) | Mar 2020 – Dec 2020 | *Tacoma, WA*

- Led end-to-end UX/UI for a healthcare appointment-scheduling mobile app and admin website; translated business requirements into user stories, wireframes, and prototypes.
- Created the brand identity, logo, icon set, and app-store graphics in Sketch and Illustrator.

Microsoft | Web Designer 2, Visual Studio | Feb 2019 – Sep 2019 | *Redmond, WA*

- Redesigned the Visual Studio subscription dashboard with batch subscriptions and in-context guidance, improving usability for all subscribers.
- Designed marketplace and developer-blog experiences; expanded the Figma component library and style guides used across the design team.

Microsoft | Product Designer 2, Bing | Apr 2017 – Feb 2018 | *Bellevue, WA*

- Instituted a search-result reliability indicator (fact-checking notifications, icons, and highlights), validated through usability testing.
- Built the Bing design library and online training guide, increasing prototype speed and accuracy across the design team.
- Led accessible, responsive design for Bing landing pages and the Wikipedia and University search-result experiences.

Earlier roles | Microsoft, 2005 – 2022: UX/UI Designer, Office 365 marketing platform (mobile-first; exceeded subscription goals); UX/UI Designer, Bing; UX Designer, Xbox Dashboard; UI Designer, Xbox Game Studios. Microsoft Advertising: Flash Designer. RealNetworks, 2010: UX Designer, GameHouse Facebook app.

EDUCATION & AFFILIATIONS

Education: Web Management & Design, Seattle Central College (2017)

Web Design & Media, South Seattle College (2005)

Claude Academy courses (2026)

Affiliations: AIGA member since 2015

TOOLS

Figma, Sketch, Adobe Creative Cloud (Photoshop, Illustrator, After Effects), Storybook, HTML/CSS, Claude Code, Lovable, Framer, Linear, VS Code, GitHub