Nicolas St.Hilaire

Interactive Designer / Developer / Design Technologist

linkedin.com/in/nsthilaire / nicolassthilaire.com

PROFILE

I'm a designer and developer – a design technologist, UI developer with extensive experience in designing and building design systems, complex user flows, navigation, product configuration tools, single-page applications, css animation, micro-interactions, rapid and high-fidelity interactive prototypes for desktop and mobile experiences.

I love to work as a bridge between creative, UX and development - translating design into code, helping to make complex ideas and processes more tangible, understandable, accessible, usable and fun.

WORK EXPERIENCE

Sr Design Technologist
First American Title / Oakland CA / June 2022 to January 2025
- Built a design system from the ground up for use by developers (Storybook) and designers (Figma)
- Created and maintained a library of UI Elements, Components, and variables that seamlessly worked together across various platforms and products
- Created and executed a project roadmap - to design, build, and maintain the IgniteRE Design System
- Created a consistent, cohesive UI that was responsive, accessible, and easy-to-use
- Built and maintained StyleDictionary token library
- Onboarded, promoted and tracked usage of the design system and ensured healthy adoption rates
- Partnered with Development, Research and Design to ensure components were tested, functionally stable, fast, usable and accessible to all users
- Continuous testing and iterations pushing boundaries of UI by building rapid functional prototypes

UI Developer, Consultant
Blue Shield of California / Oakland CA / March 2021 to June 2022
- Created initial roadmap - to plan the design, build, maintain and monitor the Cerulean Design System
- Built a design system from the ground up for use by developers (Storybook) and designers (Figma)
- Created and maintained a library of UI Elements, Components, and variables that seamlessly worked together across various platforms and products
- Developed conceptual diagrams, wireframes, visual mockups, click-throughs, and prototypes
- Partnered with Development, Research and Design to test and ensure components were functionally stable and usable and accessible to all users

Master Interactive Designer
Blue Shield of California / Oakland CA / August 2020 to March 2021
- Redesigned and built high-fidelity interactive prototypes of the Account Management, Login, and Registration applications for BSCA's Provider Connection website
- Developed conceptual diagrams, wireframes, visual mockups, click-throughs, and prototypes

Sr. UX Designer / Front-End Developer
The Home Depot / San Francisco CA / September 2014 to July 2020
- Created interactive responsive web pages, web apps, and prototypes for homedepot.com
- Built and maintained a responsive customer-facing onboarding application for proreferral.com
- Helped to massively redesign, iterate and prototype the THD main site navigation
- Prototyped new design system components and styles for various components, elements and features
- Focus on improving accessibility and enhancing the user experience through animation, interactivity, and design and simplifying an often complex purchasing processes

Creative Manager, Interactive, Williams-Sonoma Brands
Williams-Sonoma Inc. / San Francisco CA / August 2012 to September 2014
- Led the design and built various interactive features throughout the WSI family of retail commerce sites
- Explored and prototyped new UI designs, interactive functionality, and animations
- Designed, prototyped, built, maintained, and managed a suite of highly interactive product configuration tools, web apps, and interactive features across all WSI brands
- Led a team responsible for managing product configuration tool production and maintenance

Creative Manager, Interactive Tools, Pottery Barn Brands
Williams-Sonoma Inc. / San Francisco / September 2010 to August 2012
- Designed, built, maintained, and managed a suite of interactive product configuration tools, web apps, and complex interactive features across all Pottery Barn brands (Pottery Barn, PBteen, and PBkids)
- Designed, built and prototyped new UI designs, explored new functionality, components and features
- Developed conceptual diagrams, wireframes, visual mockups, click-throughs, and prototypes

Sr. Interactive Designer, PBteen Brand
Williams-Sonoma Inc. / San Francisco CA / April 2006 to September 2010
- Led a small team of designers to design and build changing homepage, microsite pages and features
- Designed, built and prototyped a set of interactive product configuration tools that helped users visualize and purchase complex products
- Established working relationships across multi-disciplinary teams and multiple partners to produce product photoshoots
- Designed, wire-framed, prototyped, tested and maintained new and experimental UI elements

EDUCATION

Bachelor of Arts in Fine Art
Concentration in **Graphic Design and Illustration**
Western Washington University - Bellingham, WA

SPECIALTIES AND TECHNICAL SKILLS

Adobe Creative Suite l Adobe XD l Accessibility l Animation l Angular l Azure DevOps l Creative Art Direction l CSS3 / SASS l Design Systems l Figma l Front-End Design and Development l Git l HTML5 l Illustration l Illustrator l Interactive Development l JavaScript / ES6 l Jira l Logo Design l Node l npm l Photoshop l Print Design l Rapid and Hi-Fidelity Prototyping l Responsive Design l Sketch l StyleDictionary l Storybook l UI / UX Design l Visual Studio l VSCode l Web Design l Wire-framing

PORTFOLIO / SAMPLES
nicolassthilaire.com

References available upon request