Radley Marx

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Summary

Multidisciplinary designer and developer with over 30 years of experience, including 5 years specializing in Figma component library architecture, scalable design systems, and cross-functional collaboration.

Experience

UX Designer – Aquent x Adobe (2023–present)

Lead designer for Adobe's Consonant Design System. Established new best practices and workflows, reducing the library size by 60% and time spent searching by 95%. Guided cross-functional teams through discovery, specifications, and builds. Conducted peer training, including office hours and video demos.

Senior Technical Designer – First Person (2019–2023)

Principal designer responsible for building and managing design libraries for a B2B creative agency and enterprise clients. Created the web design library for the Omnicell rebrand, which generated a $1.5B revenue pipeline that year (50% increase over prior year) and $42M in new bookings.

Senior Product Designer – Varo Money (2018–2019)

Introduced new best practices such as Abstract file syncing, component libraries, and agile check-ins. Produced web designs and UX interaction flows. Participated in research interviews and team exercises.

Senior UX Designer – Starsky Robotics (2017)

Designed the first remote-driving system for autonomous trucking. Transformed a rough prototype into an MVP in less than 100 days, securing a $17 million Series A investment.

Co-Founder, Principal Designer, Senior Android Developer – Cloud TV (2011–2017)

Co-founder of a small, independent Android app studio. Our first app, Cloudskipper, achieved 500k downloads in six months. Our second, HD Widgets, was ranked #1 in paid apps, earning over $2M lifetime.

Senior Android Developer, Product Designer – Disney Movies Anywhere (2014–2016)

Responsible for writing and systemizing all UI code for Android app and Chromecast player. Spearheaded the early adoption of Material Design, which directly led to a 30% higher user rating than the iOS app.

Awards

Google Play Editor's Choice, Top Developer: Cloudskipper, HD Widgets, Disney Movies Anywhere

Articles

medium.com/@radley

Hard skills

- **Tools:** Figma, Adobe Creative Cloud, Xcode
- **Design systems:** architecture (libraries, components, variables), documentation, skill training
- **Technical skills:** prototyping, interactive development, native app development

Soft skills

- Problem-solving
- Systems thinking
- Design strategy
- Collaboration
- Design articulation
- Communication
- Ideation
- Data-driven design
- Product ownership

Education

Y Combinator: Mixwit (social music app)

San Francisco State University: Bachelor of Arts, Cinema