Jarod York

Senior Product Designer, Design Systems & AI Enablement

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Senior product designer with nearly six years building enterprise design systems that bridge design intent and engineering reality. I encode design decisions directly into the tools teams build with, from the design canvas to the coding agent, so quality holds as teams scale.

Senior Product Designer, Design Systems & AI Enablement

Cisco | Remote | Aug 2022 - Present

Promoted twice based on performance and impact (2023, 2025)

Evolved an enterprise design system into a broader UX and engineering enablement platform spanning shared standards, internal tooling, documentation, and delivery workflows for hundreds of designers and engineers across Cisco IT.

- Scaled the design system from 10 components to 42 components, 13 patterns, and 137 design tokens, reaching 21.2M asset insertions across 91 designers.
- Designed a modular token system (color, type, spacing, motion) that enabled dark mode and multi-theme support through several brand updates without breaking downstream products.
- Rebuilt fragmented documentation into a single source of truth. This cut support load 75% (from about 128 to 32 hours per quarter), drew about 40k visits from 355 users in year one, and became the foundation for our design system MCP, Cisco Design System Intelligence (CDSI).
- Championed CDSI adoption among product designers as its first design user, developing and sharing new workflows; the server has handled 574k requests from 251 users, with an internal benchmark showing design-system tasks were completed 8x faster with CDSI.
- Led an AI-native workflow pilot, building an agent harness (skills, rules, and design system context) that let three designers with minimal code experience close 54 PRs in just over five weeks.
- Contributed to the design system codebase and partnered with engineering on closing design–implementation gaps on 30+ features and enhancements.
- Built AI-powered workflows and automations (release notes, doc updates, Figma usage analytics) and an adoption dashboard that gave leadership the visibility to prioritize the roadmap.
- Co-led launch of an internal UX enablement platform: prototyped in code, systematized design handoff for AI-assisted builds, and led design QA to protect craft as velocity increased.
- Designed and ran an onboarding curriculum that trained 50+ designers, increasing their confidence and contributions to the system.

Visual Designer

frog | Remote | May 2021 - Aug 2022

Contributed to high-impact design initiatives for enterprise clients, focusing on e-commerce experiences, design systems, and design ops.

- Designed and launched a micro e-commerce experience for HP, targeting an untapped developer market. The platform provided critical insights into engagement, conversion, and sales performance, helping the business assess whether to expand investment in this segment.

- Built a pattern library and page templates as part of a design systems initiative, creating a foundation for consistency across a suite of digital products. This enabled designers to work more efficiently, reduced redundancy in design decisions, and streamlined implementation for developers.
- Facilitated cross-functional workshops to align design, product, and engineering teams on business goals and user needs.

Visual Design Intern

frog | Remote | Feb 2021 - May 2021

- Embedded in a design systems team, contributing to the architecture of a scalable system. Built foundational design patterns and Figma libraries, documented components for engineering, and supported feature requests — gaining hands-on experience in governance, adoption, and system evolution across multiple enterprise products.
- Contributed to a Design Ops consulting initiative, working alongside directors to help CUNA Mutual Group refine its design operations. Provided research support, facilitated workshops, and developed assets that distilled key findings for executive leadership.

Core Skills

Design Systems

Design Systems • Documentation & Knowledge Management • Design Tokens & Theming • Component & Pattern Libraries • Interaction & Visual DesignSystem Strategy • Adoption & Enablement • Impact Measurement & Metrics

Design Engineering

AI-Powered Workflows & Automation • Prototyping • Spec-Driven Development • Code Review • Harness Engineering • Design QA • Prompt Engineering • Context Optimization

Tools & Tech

Figma • Claude Code & other coding agents • Storybook • Model Context Protocol (MCP) • React/Web Components • Git • HTML/CSS

Education

Appalachian State University | Aug 2016 - May 2020 | BFA Graphic Design