Makenna Smutz

(516)-373-9221 • makennasmutz@gmail.com

Social

makenna.dev
github.com/kenzobenzo
twitter.com/KenzSmutz
linkedin.com/in/makennasmutz

Design Engineer @ Navattic

June 2024 - current

- Hired as design engineer #1 to invest more in quality UX and bridge the voice of the customer into engineering.
- I lead the small design team through sprints of product and design system work as well as code for signature UI elements and interactions.
- I created and polished our design system, compass-ui built off of primitives and with our brand's interactive flair.

Design/Product Engineer @ Halite.app

September 2023 - June 2024

- I have designed, prototyped, tested and built both the app and marketing website.
- The app is built with Chakra UI, Saas UI, TypeScript, Next.js, and GraphQL, and the website with Framer
- This is a data and charts heavy product, so I dove deep into the dense display of data, by utilizing React table, Chart.js and Framer Motion where applicable

Design Engineer @ Roopairs

November 2023 - current

- I implemented the bespoke design system based on their existing repo and wants using CSS modules, Radix primitives and in React
- I implemented the many of the components in both Figma and in the codebase, working with the team's designer for the rest. I also worked with the team to refactor them in the product.
- A significant part of the project was in educating the team on design system principles. I created a documentation site for the design system using Storybook to help with this.

Design Engineer → Product Engineer @ Whop.com

February 2023 - August 2023

- Created a bespoke design system using Tailwind, Radix ui, and storybook. Created more than 65 components from idea to production package. The design system received incredibly positive reviews and adoption by the entire engineering team. The project expanded from an internal use to open sourcing, which opened a new opportunity for high growth of the product with a developer-app's platform launching on its back.
- Led the team to polished design and implementation across the product. Added micro-animations with accessible fallbacks
- Led documentation with Storybook and internal tooling and held demos of releases as well as open critiques for clear understanding of the design system.
- Mentored the designer and front-end teams on design systems
- I built custom Figma dev tooling for handoff in the design system component's API directly