

Lars Erickson

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Professional Summary

Lead UX Designer with 8+ years driving enterprise SaaS product strategy and design systems at scale. I help cross-functional teams ship products faster by building design systems and design infrastructure that aligns engineering, design, and business outcomes. My work has reduced workflow complexity by 80% and accelerated team velocity by 200%.

Experience

Senior UX Designer, Design Systems and AI

SMG, Remote — January 2026 - September 2026

- Led design system strategy for Engineering Platform Team, enabling AI-powered UI generation across 4 product teams
- Refactored 80+ React ShadCN and Figma components, enabling engineering teams to generate semantic, on-brand UI directly through AI tooling
- Coached and presented regularly on front-end best practices across the engineering org, reducing visual and interaction drift, which greatly reduced tech debt, bugs, and created better platform alignment
- Modernized the design systems foundation through a full design token overhaul and stronger component abstraction and backwards compatibility
- Led design of multiple released AI features including platform AI conversation interfaces and AI “recommended actions” tool.

Lead UX Designer

WellSky, Overland Park, KS — March 2023 - January 2026

- Led design from concept to release of a Healthcare Enterprise SaaS application.
- Led design, research, and strategy, for 6+ Engineering teams and 2 UX designers.
- From legacy to cloud, applying JTBD framework to improve user workflows by reducing workflow complexity by 80%.
- Pioneered a semantic atomic design system for AI, increasing engineering team velocity by 200%.
- Performed weekly user testing in stage environment to validate design, uncover bugs and new requirements.
- Audit and QA code for accessibility WCAG 3.0 and responsive design
- Weekly write HTML, CSS, Angular as POC, bug fixes, for UX refinement and engineering education.

Senior Product Designer

Storable, Remote — May 2021 - November 2022

- Lead designer from research to high-fidelity design, collaborated with PM and PO to guide product roadmap and prioritize features.
- Grew customer research group from 30 customers to 200+ for ongoing research initiatives
- Pioneered an enterprise design system in React with Storybook in conjunction with a Figma component library, leading to multiple product teams using design system components.
- Led the design of foundational features, including SSO, MFA, and Remote Gate Access, transforming fragmented applications into a unified product ecosystem and streamlining cross-product workflows.

UX Designer

Useagility, Remote — January 2021 - May 2021

- Led and collaborated with cross-functional teams for enterprise software modernizations.
- Designed seamlessly across managed design systems in Axure, Adobe XD, and Figma.
- Created UX strategies, journey maps, and design systems, delivering intuitive designs validated through user testing.
- Performed usability testing regularly with customers and users.

UX Design Associate

Useagility, Remote — January 2020 - January 2021

- Facilitated remote design sprint workshops
- Created low-fidelity and high-fidelity wireframes
- Designed and created clickable prototypes
- Created and maintained design systems for clients across Axure, Adobe XD, and Figma.

Education

Master of Arts, HCI and UX Design
University of Kansas, 2019

Bachelor of Arts, English Literature
University of Kansas, 2017

Skills

- Product Strategy & Vision
- End-to-End Product Design
- Systems Thinking
- Cross-Functional Leadership
- Interaction Design
- User Research & Discovery
- Design Systems & Governance
- Stakeholder Alignment
- Design Mentorship
- Rapid Prototyping
- AI-Assisted Product Development
- Figma
- React & Angular
- HTML & CSS
- Storybook
- GitHub Copilot
- Pendo