

Suny Stanfield (she/her) Product Designer

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Professional Summary

Product Designer specializing in design systems and design tooling. I architect the systems that connect design to development — Figma component libraries, data-driven design pipelines, and end-to-end Webflow builds. My computer science background gives me working fluency in code and a habit of designing for how structure flows downstream. I want to work on the tools teams use to build, not just inside them.

Experience

Lead Product Designer, Thesis Agency, Portland, OR • 01/2024 - Present

- Lead ongoing evolution of Nike's global marketing design system in Figma — used by design teams across North America, EMEA, and APLA — including new component patterns, Variables architecture, and adoption support as the system scales.
- Led design and systems architecture for an internal Figma plugin that auto-generates project canvases from Airtable briefs. Designed the data model (Figma plugin data vs. Airtable fields), the component library the plugin pulls from, and the brief structure that lets account managers populate projects without designer involvement. Partnered with an engineer on the Figma and Airtable API integrations.
- Designed production-ready UI, prototypes, and Lottie animations for Nike, Airtable, Chown, and other accounts; produced precise developer handoff specs using Figma Dev mode.
- Acted as informal Figma consultant across the agency, raising the bar on component architecture, library hygiene, and design-to-development handoff practices.

Design Lead, Thesis Agency, Portland, OR • 06/2022 - 01/2024

- Built Nike's global marketing design system in Figma from the ground up — responsive templates, component libraries, and Variables architecture — improving high-fidelity comp times by up to 50%.
- Rolled out and trained component libraries across North America, EMEA, and APLA design teams, supporting standardization and adoption across all regional Nike teams.
- Led internal team on elevated digital solutions for app, web, integrated media, and email for Nike.

Senior Designer, Thesis Agency, Portland, OR • 01/2020 - 06/2022

- Streamlined design processes and workflows for Nike's web, app, and email work, improving client iteration times by up to 20%.

Digital Designer, eROI, Portland, OR • 02/2019 - 01/2020

- Designed and delivered digital assets for email marketing platforms across multiple client accounts.

Editorial Designer, HFF, Portland, OR • 09/2017 - 02/2019

- Designed visual property maps and infographics for RFPs and offering memorandums, translating complex real estate data into clear, persuasive assets.
- Directed photographers on angles and composition to ensure photography aligned with layout requirements.

Digital and Print Designer, Army - MWR, Lawton, OK • 09/2014 - 09/2017

- Managed creative across half of Fort Sill's MWR facilities — gyms, recreation centers, child services, and food services.
- Delivered digital and print assets including web design, large-format banners, posters, and event collateral.

Skills: Design Systems Architecture · Figma (auto layout, variants, component properties, responsive components, Variables) · Component Libraries · Atomic Design · Figma Plugin API (data model design) · Webflow · HTML/CSS · Lottie · Adobe Creative Suite · Reading React for Design Handoff · Cross-team Adoption & Enablement · Design-to-Development Workflow

Education: BFA - Graphic Design, Cameron University, 2014

Certifications: Memorisely (Design Systems, Webflow) · Lynda (UX Foundations: Research) · IxDF (Designing for Neurodiversity)