Tom Cunningham

UX Software Engineer | Design Systems & Accessibility
Pittsburgh, PA

PROFESSIONAL SUMMARY

Staff UX Engineer with deep hands-on experience building accessible, usable web experiences and design systems. Specializes in front-end architecture, React component libraries, and bridging design and engineering to ship polished, consistent product UI, with experience leading small UX engineering teams along the way.

PROFESSIONAL EXPERIENCE

Conveyor

San Francisco, CA (Remote) · Jul 2021 – Present

Staff UX Software Engineer · Aug 2026 – Present

- Shape technical direction for product UI and front-end architecture across AI-driven experiences
- Collaborate with the product design team to align on design system patterns and decisions, ensuring consistent, accessible user experiences across the platform
- Partner cross-functionally with product, design, and engineering leadership on high-impact initiatives
- Integrate AI-assisted development tools (Claude Code, GitHub Copilot) into daily workflows to accelerate prototyping, UI implementation, and design system component work
- Own the migration of the component library to Base UI end to end across two applications, using Claude Code to help author documentation and migration guides and carry out the migration itself

Senior UX Software Engineer · Jul 2021 – Aug 2026

- Built product UI and solved UX problems for AI-driven experiences following Conveyor's spinout from Aptible
- Developed and maintained design system components and patterns
- Drove front-end best practices and collaborated closely with product and design to ship features

Aptible

San Francisco, CA (Remote) · Jan 2019 – Jun 2021

Lead UX Software Engineer · Jan 2020 – Jun 2021

- Managed and mentored a small team of UX software engineers
- Guided development of Aptible's design system, as acting product manager
- Scoped and prioritized UX engineering work

UX Software Engineer · Jan 2019 – Dec 2019

- First UX software engineer hire, establishing the company's UX engineering practice
- Built and managed a React.js component library and design system
- Partnered with product engineers to implement new UI and features in the company's flagship application
- Built a Next.js prototyping workflow to test new designs and features
- Developed new features for the Gatsby-based marketing website
- Recruited and interviewed UX software engineer candidates

Lonely Planet | Front-end Software Engineer

Franklin, TN · Aug 2015 – Jan 2019

- Helped lead development of Backpack, the next generation of the Rizzo style guide
- Built client-side applications using Node.js and React
- Championed accessibility and design consistency across applications

Paramore Digital | Front-end Web Developer & Designer

Nashville, TN · Sep 2008 – Aug 2015

- Led front-end development and visual design, wireframing, and sitemapping for client projects
- Built sites on Craft and ExpressionEngine CMSes
- Managed and mentored a small team while improving coding standards and quality
- Introduced new technologies and methods; estimated project scope

Zoltun Design | Web Developer

Pittsburgh, PA · Mar 2007 – Sep 2008

- Built HTML, CSS, and JavaScript front ends for client marketing websites, integrating with .NET backends

EDUCATION

The Art Institute of Pittsburgh · Bachelor's Degree, Interactive Media Design

TECHNICAL SKILLS

Design Systems Architecture · React.js / Node.js · Accessibility (a11y) · UI/UX Development · Front-end Architecture · Gatsby / Next.js · Prototyping · AI-Assisted Development (Claude Code, GitHub Copilot) ·Technical Team Leadership · Project Management