

ALEKS DUNI

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SUMMARY

Product designer and front-end developer with 3+ years of combined experience across product design and engineering, including 2.5 years on the core team of UWM's Dream design system, the shared design language keeping 50+ products cohesive. I work daily in a triad of designers, engineers, and product partners, translating Figma designs into production code and shaping design decisions along the way. Most recently redesigned and shipped an internal product now used by 100% of its team. Systems thinker with a UX research foundation.

EXPERIENCE

Product Designer & Front-End Developer, Design Systems

United Wholesale Mortgage | Pontiac, MI | January 2024 – Present

- Redesigned an internal application that UWM's Processor Assist team uses to obtain third-party documents for brokers, rebuilding it on the Dream design system; validated in usability tests and now used by 100% of the team, with first-time-user task efficiency up 32% through reduced task time.
- Piloted the design team's first experiment in designing directly in code, using Claude Code to design and iterate on the redesign in working code.
- Designed and shipped a Figma annotation kit end-to-end (requirements gathering, component design, stakeholder presentations) adopted by three internal teams: UX, accessibility, and design system.
- Ship 30+ design system components in React, TypeScript, MUI, and Storybook from designer Figma specs, iterating on interaction states, edge cases, and WCAG 2.1 AA accessibility with the A11Y team; released with Storybook documentation and specs that 50+ product teams build against.
- Co-built the Dream MCP, an AI tooling layer that makes the design system queryable by AI agents, integrating emerging technology into the team's everyday workflow (in beta at UWM).

UX Designer, Capstone Project

Google | Ann Arbor, MI | September 2022 – May 2023

- Led the design of a Canvas LMS integration for Google Assistant, from sketches, wireframes, and conversational flows through the style guide and high-fidelity Figma prototype, doubling student interest in Google Assistant in prototype testing.
- Contributed to UX research across a 50+ student survey, user interviews, and competitive analysis of Siri and Alexa, presenting design rationale and findings to the Google partner team throughout the project.

UX Design Intern

United Wholesale Mortgage | Pontiac, MI | May 2022 – August 2022

- Designed a Design Standards website for UWM, leading research and design for the desktop experience: stakeholder interviews across UX, engineering, and marketing, lo-fi wireframes, usability tests with 8 participants, and a high-fidelity Figma prototype.
- Presented the final work to UWM's IT department at the end of the 12-week internship; the work made the case for a unified design system and became the groundwork for Dream.

SKILLS

Design: product design, UI/UX, interaction design, human-centered design, systems thinking, customer journey mapping, information architecture, wireframes, prototyping, design systems, design tokens, visual UI, accessibility (WCAG 2.1 AA), Figma, Claude Design

Research & Process: UX research, usability testing, System Usability Scale, comparative testing, user interviews, surveys, card sorting, affinity mapping, personas, competitive analysis, storytelling and executive presentations, cross-functional collaboration, design critiques, Agile (Kanban)

Engineering: React, TypeScript, MUI, Storybook, HTML, CSS, JavaScript, Claude Code, AI tooling (MCP)

EDUCATION

Bachelor of Science, Information (UX Pathway)

University of Michigan | Ann Arbor, MI | 2021 – 2023

CERTIFICATIONS AND RECOGNITION

- UX Innovation Award (2x), UWM, for founding work on Dream and for making the design system more AI-friendly
- Speaker, MSU Designathon (2026), advising design students on UX career paths