

Hello! I'm

Andy Merskin

Principal UX/UI Engineer

*Need a fresh UI
for your dream
product FAST?!*

I help lead engineering teams to success creating digital products, backed by thoughtful research, delightful user interactions, unified visual language, energizing motion, and well organized & optimized architecture.

Skills & Technologies

Team Management

Product Discovery

Project Management

Design Consulting

Rapid Prototyping

Napkin Sketching

Visual Design

Design Systems

Figma, Photoshop

Illustrator, Excalidraw

TypeScript, JavaScript

HTML, CSS, SCSS, **Tailwind**

React, Vue, Svelte...

GSAP, UI Animation, Motion

Node.js, Bun, Deno

Next.js APIs, RPC, REST APIs

Mock Service Worker (MSW)

Vite, Webpack, Rollup...

Turborepo, Monorepos

AI + Agentic Development

AI + Agentic Code Reviews

Software Development Life Cycle (SDLC)

E2E Testing, Unit Testing, **Cypress**...

GitHub, GitHub Actions, CI / CD

AWS, Netlify, Vercel, Cloudflare, DataDog

Cloud Workers / Functions

Experience

20 years combined
professional experience

Principal UX / UI Engineer

Living Security

Sep 2021–Jan 2026

- Front-end tech lead & architect for Unify product, driving adoption of Tailwind, TypeScript, and React Query → achieved **~40% reduction in development time** (~12-15 hrs/week per engineer).
- Contributed to feature planning, design, direction, documentation, and delivery of front-end work streams alongside Product and Design teams.
- Creative direction & UX/UI consulting for in-progress work, with a strong focus on customer feedback, usability, visual quality, and internal innovation.
- Mentored & supported engineers and designers throughout planning & implementation phases.
- Championed responsible AI tooling to help drive further engineering efficiency.

UX / UI Engineer

CyberGRX (now ProcessUnity)

Nov 2019–Sep 2021

- Led front-end development for multiple Epics, including implementing Multi-Factor Authentication platform-wide.
- Researched and adopted modern tools (Vite + Tailwind CSS) to upgrade architecture, boost build speed, and improve developer experience.
- Enhanced and maintained the design system; created clear, beautiful documentation serving as the UI foundation and shared component library.
- Collaborated with UX designers and engineers to guide design decisions, enforce standards, and modernize both new features and legacy code.
- Mentored junior engineers and interns on front-end fundamentals (HTML/CSS/JS/DOM) and advanced React patterns + supporting libraries.

Senior UX/UI Designer & Engineer

Jun 2013–Nov 2019

IHS Markit Digital (now Communify)

- Led the design initiative around our company's in-house tooling, resources, and design system for internal development teams to increase time to market, and provided a foundation of best practices to tighten up our final delivery to our clients.
- Conducted and distilled stakeholder interviews and user research with world's largest banks.
- Compiled research documentation, wireframes, rich visual designs for complex retail and institutional investing / market data applications for the responsive web.
- Developed interactive concepts & prototypes using HTML, CSS, and JavaScript (Vue, Angular).
- Collaborated with engineering teams on design direction, providing feedback and assets towards final delivery of client-focused banking applications.
- Conducted stakeholder meetings to collect feedback, define scope, set expectations, and accommodate changing needs.

Education

Rocky Mountain College of Art + Design

Denver, CO • 2013

BFA Graphic Design

Honors: Summa Cum Laude

Colorado Christian University,

Denver, CO • 2010

AA Liberal Arts • Youth Ministry

Communication

Check out my site!

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