

Garrett Whisten

Design Systems Engineer · Product Design Engineer

Orange County, CA · Open to remote

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SUMMARY

Design systems engineer with ten years in front-end and product design, six of them building design systems at scale. Shipped the component primitives behind MetaMask, in front of 30M+ monthly active users, and led the rebuild of GumGum's Concrete 2.0, adopted across six applications. Now building and shipping products independently in Orange County.

CORE SKILLS

Design Systems Design tokens, component API design, theming, Storybook, Figma libraries, documentation, versioning and npm publishing, monorepo tooling, cross-platform systems

Front End React, TypeScript, Next.js, semantic HTML, modern CSS, SCSS, Node.js, React Native collaboration, Jest, end-to-end testing, CI/CD, performance and Lighthouse

Design UI design, UX research, accessibility and WCAG compliance, prototyping, interaction design, information architecture, typography, e-commerce

Tools Figma, Adobe CC, Storybook, GitHub, Vercel, Shopify, Supabase, Jira

EXPERIENCE

Independent Product Design Engineer — 201 Lab

November 2024 – Present · Orange County, CA

- Building **The1992**, a suite of free browser tools that run entirely client-side, no upload required: image resizing, format conversion, PDF creation, and document signing, wrapped in a 1992 desktop interface.
- Building **BellSix**, an interval training clock with one Swift timing engine shared across a React web app, SwiftUI iOS, and Apple Watch, driven by a single design token system so the clock cannot drift between platforms.
- Design and build commerce and brand products end to end for clients, from brand through deployment: Shopify and Next.js storefronts for Goodies, Bodybag Collective, and Tatanka Goods, including a build-your-own-bag configurator and in-store point of sale.
- Built **Arcana UI** (2025), an open-source experiment in making a design system readable by AI coding agents: a three-tier token architecture, a machine-readable `manifest.ai.json` spec, and an MCP server. Published to npm.

Consensys (MetaMask) — Senior Design System Engineer

July 2022 – November 2024 · Remote

- Shipped **101 merged pull requests** into the MetaMask browser extension and shared design system, building the component primitives behind a wallet with **30M+ monthly active users**.
- Built the button family (Base, Primary, Secondary, Link, Icon), the Text typography component, the Box layout primitive with responsive sizing, the icon system, the banner family, AvatarIcon, and HeaderBase, each shipped with Storybook MDX documentation.
- Ran an icon and component audit that retired unused sizes and duplicate implementations, then led API housekeeping passes across the existing button and text components to bring them into alignment.
- Unified design tokens and component APIs across WebExtension, Portfolio, and React Native mobile, reducing design drift across three codebases and the teams shipping on them.
- Added Jest, end-to-end, and Lighthouse checks to CI so regressions and accessibility failures were caught before merge rather than after release.

GumGum — Senior Product Design Engineer, Design System

July 2018 – July 2022 · Santa Monica, CA

- Led the rebuild of GumGum's legacy UI into **Concrete 2.0**, a cross-platform design system adopted across **six major applications** and several internal tools.
- Shipped the system as a versioned npm package so upgrades carried most of the migration for consuming teams, and slow-rolled major breaking changes so no team took an unplanned outage. Adoption happened without a mandate.
- Consolidated **six brand themes into one** during a company-wide rebrand, cutting long-term maintenance cost and raising WCAG compliance across products.
- Redesigned and rebuilt the Ad Manager dashboard, GumGum's core revenue platform, after running the workflows firsthand: shadowing account managers, ad ops, and sales, then building personas and a terminology standard matched to ad-industry vocabulary.
- Workflow and data consolidation removed enough redundant manual work and duplicate data entry that the operational teams running those workflows needed fewer people.

Rip Curl — eCommerce Content Manager / Front End Developer

September 2016 – February 2018 · Costa Mesa, CA

- Built and maintained the Rip Curl storefront on WebCube, a proprietary platform from an outside agency, shipping product launches, campaign pages, and daily merchandising updates in hand-written HTML, CSS, and JavaScript.
- Argued for replatforming off bespoke agency software onto hosted commerce. The brand has since moved to Shopify.

Stance Socks — eCommerce Content Specialist

April 2015 – September 2016 · San Clemente, CA

- Managed product content, merchandising, and campaign pages across global launches through the brand's replatform from Magento to Demandware, now Salesforce Commerce Cloud.

SELECTED WORK

the1992.com · bellsix.com · arcana-ui.com · goodies.la · bodybagcollective.com · tatankagoods.com

Offline — Building and fixing things by hand, and sourdough pizza for friends and family as Ricotta Bear, proud member of the Gozney collective. Same detail tolerance, different materials.

EDUCATION

Arizona State University — B.S., Communication

University of California, Irvine — Certificate, Full Stack Web Development