



Christopher Moore

Lead UX Designer

Design Systems, Accessibility & Product Strategy

Education

Bachelor of Science, Graphic Design
Elizabeth City State University (2009-2013)

Summary

Lead UX Designer specializing in design systems and accessibility, unifying multi-platform products and improving delivery speed and user satisfaction.

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Competencies

UX Expertise

- Design Thinking
- Human-Centered Design
- Accessibility (WCAG)
- Journey Mapping
- Personas
- Emotional Design
- HCI

UI Design

- Design Systems (Atomic Design)
- Figma
- Sketch
- Zeplin

Leadership & Strategy

- Cross-Functional Collaboration
- Design Operations
- Product Ownership
- Agile UX
- Team Mentorship

Work Experience

June 2019 - August 2025

International SOS

Lead UX Designer – Design Systems & Accessibility

- Built and governed a token-based design system for 4 products and iOS/Android apps, supporting native, React Native, and Next.js. Ensured 100% UI consistency, boosted dev efficiency, and used AI to accelerate development and accessibility remediation.
- Directed accessibility strategy for 4 main products and 2 mobile apps, embedding processes, testing, and sign-off into every release. Set WCAG 2.2 AA as the compliance standard, achieving health scores of 80–100 across all products.
- Designed an AI assistant that automated key job tasks, reducing user effort and accelerating task completion while improving overall workflow efficiency.
- Led UX sessions with stakeholders to define KPIs and success metrics using the HEART framework, aligning goals with design objectives and executing solutions.
- Partnered with analytics and product teams to track post-launch metrics, turning insights into actionable design improvements with measurable impact.