

Steve Libbey

Senior Product Designer

619-495-1645 | stevelibbey@gmail.com | stevelibbey.com | [linkedin.com/in/stevelibbey](https://www.linkedin.com/in/stevelibbey)

Twenty years designing products for healthcare systems, clinical workflows, and enterprise tools. My work spans care delivery platforms, clinical decision support, provider-facing analytics, and policy communication for organizations including Providence Health System, West Health Institute, and Children's Hospital of Philadelphia. I work across product definition, UX, and front-end implementation, partnering with clinicians, administrators, researchers, and engineers to make complex systems usable under real conditions. I bring that same rigor to enterprise and AI-enabled product work.

EXPERIENCE

West Health Institute 11/2024 - 05/2025

Senior UX Designer, Policy and Stakeholder Communications La Jolla, CA (remote)

- Designed communication interfaces and data storytelling products for a nationally recognized healthcare affordability research initiative, translating dense policy datasets into tools usable by lawmakers, researchers, and students.
- Collaborated with Gallup's research and analytics team on the West Health-Gallup Healthcare Affordability and Value Index, working across research, editorial, and product stakeholders to align outputs with policy goals.
- Led end-to-end UX and front-end development across Figma, React, and Storyblok CMS. Managed offshore developers across time zones.
- Used AI tools to accelerate data exploration, content workflows, and rapid iteration across research and product cycles.
- Tools: Figma & Figma design systems, React, Charts.js, D3.js, Recharts, Next.js, Storyblok CMS, SQL, Snowflake, Adobe CC
-

DAI 06/2023 - 02/2024

Lead UX Developer Bethesda, MD (remote contract)

- Led UX discovery and dashboard design for a company-wide ERP transformation affecting 80 global business development projects, integrating data from Power BI, SAP, and legacy Lotus Notes systems via custom APIs.

- Evaluated AI-powered knowledge management vendors to improve field operations documentation, introducing versioning and governance features.
- Tools: SAP Build, Figma & Figma design systems, Power BI, ADO, Jira, Agile Scrum

Providence Health System 10/2021 - 02/2023

Principal UX Software Engineer Irvine, CA (remote)

- Originated and led a clinical desktop unification initiative to reduce workflow fragmentation across Epic, ServiceNow, Kronos, and other systems inherited through Providence's hospital acquisitions. The environment ran inside a Citrix security perimeter due to 100+ daily cyberattacks on the health system.
- Hired and led the development team. Conducted discovery with administrators and clinical providers, surfacing consistent demand for centralized request workflows to eliminate high-frequency, low-value app switching.
- Designed a unified request panel targeting administrator approval workflows as the initial use case, giving providers and administrators a single interface for routine decisions across disconnected systems.
- When the Citrix widget API was sunsetted mid-project, assessed the full option space and proposed a broader web application dashboard spanning Providence's entire acquired hospital ecosystem. Identified that the solution could not meet the security perimeter requirement and recommended stopping rather than shipping a compromised product.
- On a separate team, devised the UX and design system for a cloud optimization initiative targeting Azure VM subscriptions, delivering 6% cost reduction within four months of launch.
- Tools: Citrix, Azure, ReactJS, VueJS, Figma & Figma design systems, Adobe CC, ServiceNow, Epic, ADO, Agile Scrum

T-Mobile 04/2016 - 09/2020

Senior UX Software Engineer Seattle, WA (remote)

- Designed and engineered an MVC-based business intelligence platform used by thousands of management and executive users, replacing Tableau licensing at significant cost savings to the organization.
- Led the first Agile Scrum team in the department, establishing the methodology adopted across the broader team.
- Created data visualization prototypes and reusable Power BI templates, accelerating report development across the organization.
- Served as product designer for a custom reusable app platform built in C# and Angular, optimized for multi-dimensional data cubes.
- Tools: AngularJS, Azure, Power BI, Tableau, Figma, Adobe CC, SQL, DAX, C#, JavaScript, Jira

iLink Systems 05/2012 - 01/2015

Senior UX Developer Seattle, WA

- Designed the Pedi Crisis clinical decision support application for Children's Hospital of Philadelphia and the Society for Pediatric Anesthesiologists: a cross-platform cognitive aid for pediatric anesthesia emergencies, translating crisis protocols into interactive treatment algorithms for iOS and Windows 8 tablets.
- Designed a European doctor rounds application, American Specialty Health's patient portal, and additional healthcare UX projects across the engagement portfolio.
- Created the NORAD Tracks Santa site, rebuilt from scratch under deadline pressure after production failures, serving millions of global users bug-free.
- Led product design for Microsoft stack web applications, Windows 8 apps, and SharePoint solutions in managed-partner engagements.
- Tools: Figma, Adobe CC, iOS/Windows 8 app design, JavaScript, jQuery, HTML5, CSS, Bootstrap, Azure

Harris Corporation 01/2015 - 08/2015

Senior UX Software Engineer Melbourne, FL (remote contract)

- Designed wireframes, prototypes, and a Figma design system for a patient/provider portal integrating with Epic and Cerner via APIs.
- Tools: Figma, Adobe CC, FoundationJS, JavaScript, Bootstrap, APIs

Boeing 01/2014 - 10/2014

Senior UX Developer Seattle, WA (contract)

- Solved the challenge of migrating legacy UNIX aviation manufacturing software to a modern UI without retraining aircraft mechanics, avoiding millions in potential factory downtime costs.
- Directed a team of five offshore developers on UI design and documented coding standards to support onshore/offshore collaboration.

Skills

Product Design UX research, wireframing, prototyping, user flows, journey mapping, design systems, Figma & Figma design systems, Adobe CC

Healthcare Clinical decision support, provider and administrator workflows, Epic/Cerner integrations, health system environments, policy and stakeholder communication

Front-End React, Vue.js, Angular, Next.js, HTML/CSS/JavaScript, RESTful APIs, Git

Analytics & Data Power BI, D3.js, Recharts, Charts.js, SQL, Snowflake

AI Workflows AI-enabled product design, workflow integration, ChatGPT, Claude, RAG, governance, prompt-driven development

Process Agile Scrum, Scrum Master (CSM), Product Owner (CSPO), ADO, Jira

Projects

Yorick is an open-source writing studio designed to support authors without generating prose. It follows a strict non-generation contract, focusing instead on structure, continuity, and decision support. The system tracks character intent, plot coherence, and narrative risks while using transparent guardrails, staged note ingestion, and user validation to keep the author in control. The result is a collaborative tool that reduces cognitive load while preserving authorial voice.

Driftbook is a visual narrative platform that sequences images, text overlays, and rhythm into nonlinear story experiences. Supports three modes: Studio for authoring, Performance for live projection, and Drift for authored nonlinear variation. Built with Next.js, React, and TypeScript. Designed as the visual and performance sibling to Yorick and Soggy Bones, with shared project identity and cross-tool import/export.

Thingmo VST Instrument Suite is a collection of physical modeling and sample-based VST3/AU instruments in JUCE. Current instruments include a historically accurate recreation of Cahill's 1901 Telharmonium (the first synth that occupied two floors!), Sea Organ modeled on the Croatian Zadar coastal installation, and a Daxophone emulation targeting timbral accuracy to Hans Reichel's recordings. Compiles to VST3 and AU for Mac and Windows from a single codebase.

Education

BA, English with Writing Certificate University of Cincinnati

Certified Scrum Master (CSM), Certified Scrum Product Owner (CSPO) Scrum Alliance

Other

Author on UX, AI, and authorship. Published novelist, musician, professional artist. Adobe instructor and mentor to emerging UX designers.