

**TONY FOLENTA**  
DESIGN SYSTEMS MANAGER  
CHICAGO

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## BACKGROUND

I'm a design leader with over a decade of experience building design systems, products, and teams.

I am a design systems expert, leading the design, implementation, and adoption of systems; my work includes building foundations and tokens, component library design and development, and establishing teams to govern, maintain, grow, and evangelize the system.

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## SKILLS & EXPERTISE

Design Systems & Component Libraries  
Product & UX Design Management  
Product Design Strategy  
Agile Project Management  
Visual Design & User Experience Design  
User Research  
Web and Mobile Accessibility  
Responsive Web Design  
iOS & Android Native App Design  
Figma, Sketch, Abstract, InVision  
Front-End Development

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## EDUCATION

### **BFA, New Media Design**

**ROCHESTER INSTITUTE OF TECHNOLOGY**  
ROCHESTER, NY

**CHAPTER PRESIDENT,**  
**ALPHA PHI OMEGA SERVICE FRATERNITY,**  
2009 & 2010

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## EXPERIENCE

### **Keller Williams**

**Product Design Manager**, Jul 2021–April 2023;  
**Design Systems Manager**, Jan 2020–Jun 2021;  
**Senior UX Designer**, May 2019–Dec 2019

#### **AUSTIN & CHICAGO (REMOTE)**

Designed the KW design system, Figma component libraries, and documentation; drove adoption across 5 product lines.

Established and managed the KW design systems development team (4 front-end engineers, 2 designers); led design system evangelism, governance, and processes.

Product design manager, design operations manager, and hiring manager; helped scale the design team from 5 to 20 designers over 2 years.

### **Strava**

**Senior Product Designer**, Mar 2017–Apr 2019

#### **SAN FRANCISCO**

Product design lead for core experiences (activity feed, activity analysis, and Apple Watch native app).

Designed Strava's product design system and led implementation in a cross-functional team of front-end, iOS, and Android engineers.

Established a design standards working group across product, brand, and marketing to build a cohesive design system and visual language for all Strava brand experiences.

### **Odopod**

**Senior Visual Designer**, Jan 2016–Feb 2017;

**Visual Designer II**, Aug 2013–Dec 2015;

**Visual Designer I**, Jul 2012–Jul 2013

#### **SAN FRANCISCO**

Designed products and services for agency clients, delivering responsive web apps, retail experiences, iOS and Android apps, and TV/media platforms.

Established design documentation standards for client work.

In-house design consultant for Eventbrite iOS design system and experimental apps.