

Timurtek Bizel

Senior Design Engineer | UX Engineering, Design Systems and Applied AI

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PROFILE

Design engineer and UX engineer with more than a decade between product design and production frontend at Apple, Disney and startups. I build design systems, complex product interfaces and applied AI in React and TypeScript, then set up the review, testing and automation that keep teams shipping on them.

HIGHLIGHTS

- Design systems at three scales: Disney's Spellbook (10+ applications in production), Elsa (seven applications, five themes) and MixShift (175 components across five apps).
- Design rules enforced in code: token and accessibility checks in the merge path at MixShift, and Zengin, 12 open-source npm packages that hold people and coding agents to one system.
- Products shipped end to end: TekJobs, a live open-source job-search product, and RoadHand, a live two-sided marketplace.

EXPERIENCE

MixShift | Lead Design Technologist + AI Systems

October 2024 - Present | Remote

- Own the design and frontend technology roadmap for an Amazon marketplace analytics platform, and the AI layer underneath it.
- Co-built the 175-component design system and own its design half: Storybook, 13 foundations pages, and a theme layer that keeps Tailwind and design tokens in step.
- Turned five review findings with one root cause into a build check: a missing design token now fails CI instead of reaching review. Accessibility violations fail CI too.
- Specified Report Center 2.0 as a running React prototype that became the specification, then led its frontend. Built the marketing site from the first commit: 162 components across 31 routes.
- Built a retrieval-backed knowledge product on a 55-article corpus with an evaluation harness and prompt-injection defenses, and run 26 scheduled automations on the company's knowledge system.

Disney · Disney+ DMED | Mid-Senior UX/UI Web Engineer

December 2022 - October 2024 | Remote

- Built Spellbook features, components, patterns and templates in React, TypeScript, SASS and Storybook, in production across 10+ applications.
- Partnered with product engineers on component behavior, business logic and interaction states across internal applications.
- Contributed to component reviews, contribution-handbook revisions and the migration patterns that let the library evolve without breaking the applications using it.

Disney ABC Television Group, via Globant | Mid UX/UI Engineer

January 2020 - November 2022 | Remote

- Created and maintained the Elsa design system in Next.js, React, TypeScript, SASS, Tailwind CSS and Storybook.
- Supported seven applications across five themes, owning visual consistency, interaction behavior, accessibility and implementation quality.
- Produced mockups and prototypes, then worked with engineers through build, review and refinement.

Apple | UX/UI Engineer and Designer

March 2019 - November 2019 | Culver City, CA

- Built an Apple Marcom standards component library as a Vue and Storybook npm package.
- Led interaction design, prototyping, accessibility, style guides, UI animation, iconography and frontend implementation for Polaris.

SELECTED INDEPENDENT PRODUCTS

- **TekJobs** | Live, open-source job-search product
Designed and built it end to end. Turned a filterable inventory of postings into a bounded daily decision queue, one Shortlist or Pass per row, with every match score traced to criteria the user wrote. 44 MCP tools, published on npm.
- **Zengin** | Open-source design-system infrastructure
12 npm packages and a deterministic rule engine that checks tokens, components and implementation rules for human and AI contributors alike.
- **RoadHand** | Live two-sided marketplace
Frontend, data workflows, Stripe subscriptions, server-rendered discovery pages and automated publishing for traveling trades workers.
- **GoodRep.fit** | On-device computer vision
Form coaching that runs computer vision on the user's phone. Workout video never leaves the device.

EARLIER EXPERIENCE

- Disney ABC Television Group, Product Designer (2018-2019). Style guides, page templates and prototypes for ABC's Affiliate Network, ABC Software Solutions and ABC Intelligence, and early foundation work on Spellbook: token naming, component API conventions and its accessibility checklist.
- MediaPRO, UX/UI Designer (November 2016 - January 2018). Admin and learner experiences for a security-awareness training platform, and a self-serve funnel where customers branded the whole product in four onboarding steps.
- Qwardo, Product Designer (2016). Interface, information architecture, style guides and marketing site for a marketer analytics product.
- SAP Concur, UX Designer (2016). Outlook add-ons for expense capture and travel, and Beta Manager for running beta programs.
- ReadyPulse, Product Designer (2014-2015). Product experiences and brand systems for an influencer platform and Skorebase athlete analytics.

CAPABILITIES

Frontend: TypeScript, React, Next.js, React Native, Vue, CSS, SASS, Tailwind CSS, responsive UI, frontend architecture

Systems and quality: Storybook, design tokens, component APIs, accessibility, Playwright, Vitest, Git, GitHub Actions, design-to-code workflows

Applied AI: Retrieval-backed products, evaluation harnesses, Model Context Protocol, Claude Code, scheduled automation, prompt-injection defense

EDUCATION

Seattle Central College | Web Design and Development | 2012-2014 | Seattle, WA