

The background is a dark, deep blue space scene. In the center, a stylized rocket ship with a grey body and teal accents is angled upwards. To its right, a large planet with a teal ring system is partially visible. The scene is filled with numerous small, bright yellow stars and several white streaks representing shooting stars or meteors.

# Design System Team at Kiwi.com

# Zero to five people in less than 2 years

How did I sell and create the team of 5 fully dedicated people only for Kiwi.com design system





# Jan Toman

Design System Lead at Kiwi.com

Twitter: @HonzaTmn

## Making travel better at



Previously working for



&







# Jan Toman

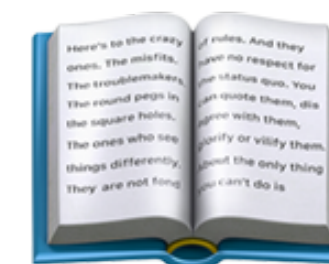
Design System Lead at Kiwi.com

Twitter: @HonzaTmn

## Outside of work



+ curating [designsystemsjobs.com](https://designsystemsjobs.com)





**Design systems are popular.**





The Design Systems Platform



# Adele

The repository of publicly available design systems and pattern libraries

Start Exploring Systems

Why Adele?

Filter categories:

See More: <>

Company	System	Repository	Code Depth	Components	JS Library/Framework	Typescript
<input type="text" value="Type to filter..."/>	<input type="text" value="Type to filter..."/>	<input type="text" value="Type to filter..."/>	<input type="text" value="Type to filter..."/>	<div>All</div>	<input type="text" value="Type to filter..."/>	<div>All</div>
Dropbox	<a href="#">Scooter (Depracted)</a>	<a href="#">GitHub</a>	HTML/CSS	yes	no	no



Carbon Design System

Inclusive, flexible and consistent

The **Carbon Design System** is IBM's open-source design system for products and

GUIDES

CONTENT

DESIGN

COMPONENTS

PATTERNS

Polaris

design system helps us work  
her to build a great experience  
of Shopify's merchants.

Guides

ck out these practical guides to help you

Make beautiful products, faster.  
Material is a design system – backed  
by open-source code – that helps  
teams build digital experiences

Design flexibly

Develop across platforms

Everything you need to start building –  
open-source code, documentation, and  
for cross-platform development.

IOS

ANDROID

WEB

FLUTTER

Collaborate seamlessly

Design, develop, and deliver

Use Atlassian's end-to-end design language to create  
straightforward and beautiful experiences.

Brand

Foundations, including personality,  
writing style, color, and type.

A double rainbow!

We use color in meaningful ways in all  
expressions of our brand.

Marketing

How color, type, and illustration are  
used in marketing.

Atlassian logos

Our illustrations

Product

Foundations, components, a  
for building applications.

Why prototyping is a n

Ataskit

Hudl Design System

Uniform

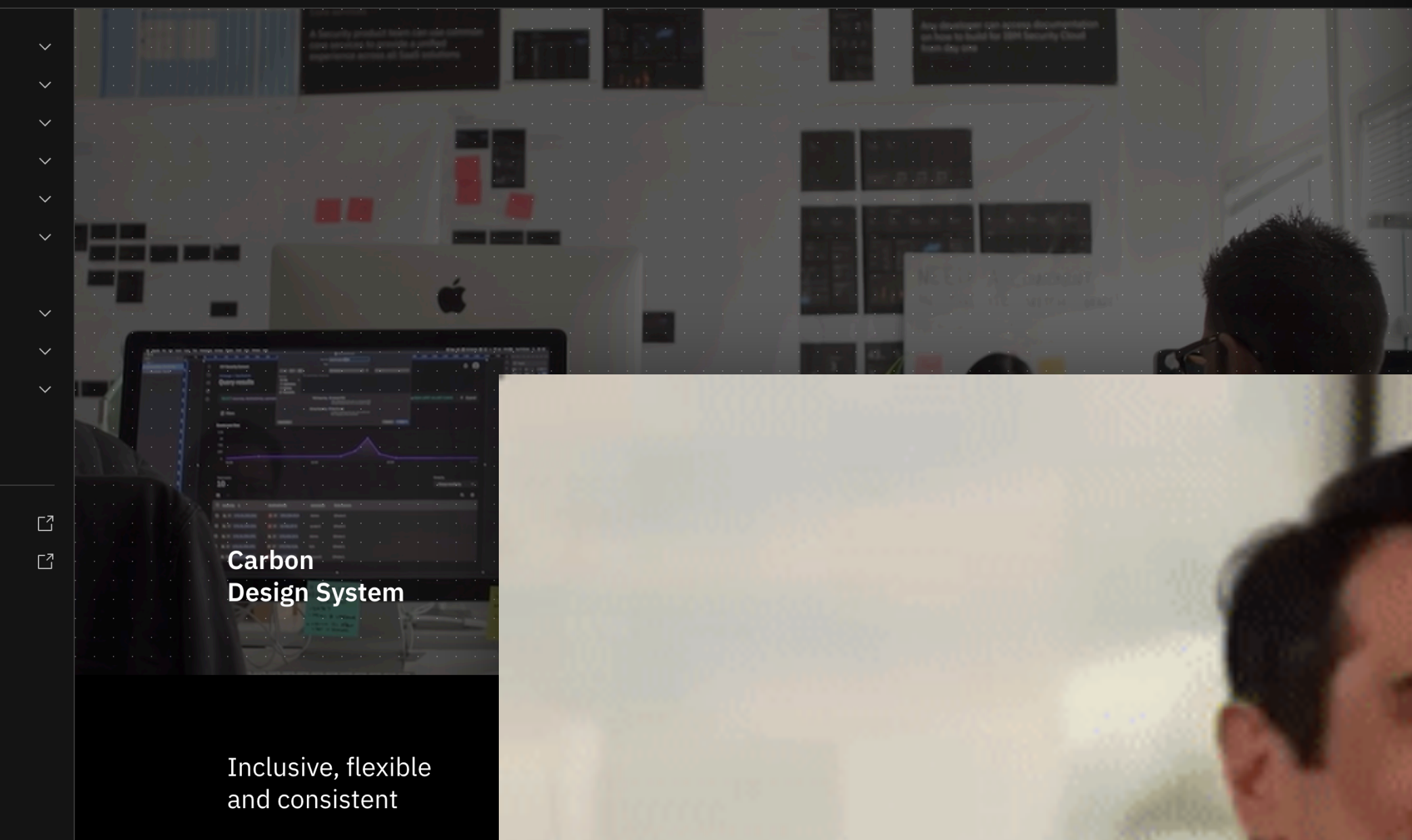
September 2018 Release

©HonzaTmn

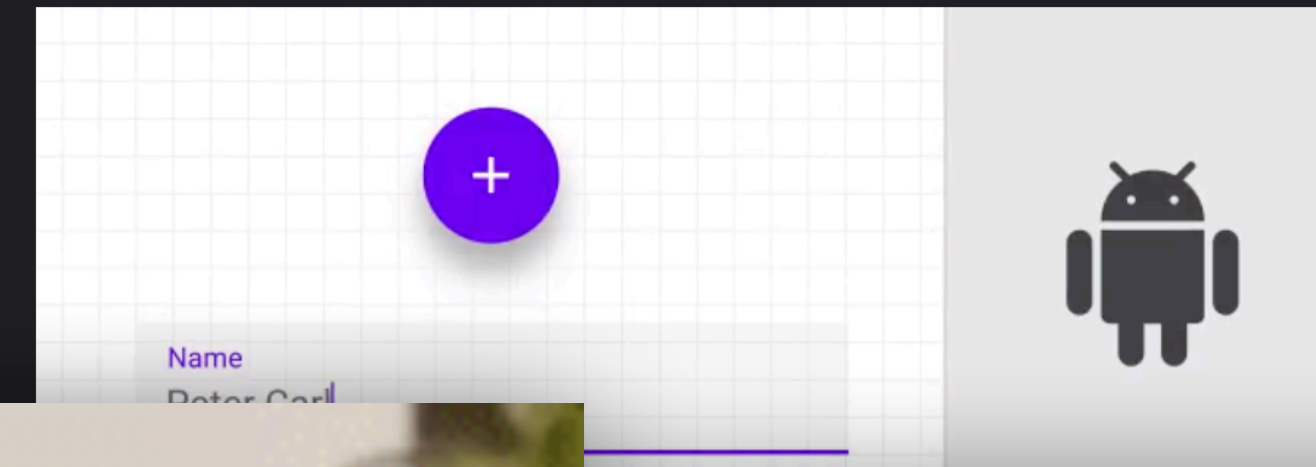
Start Designing

Start Coding



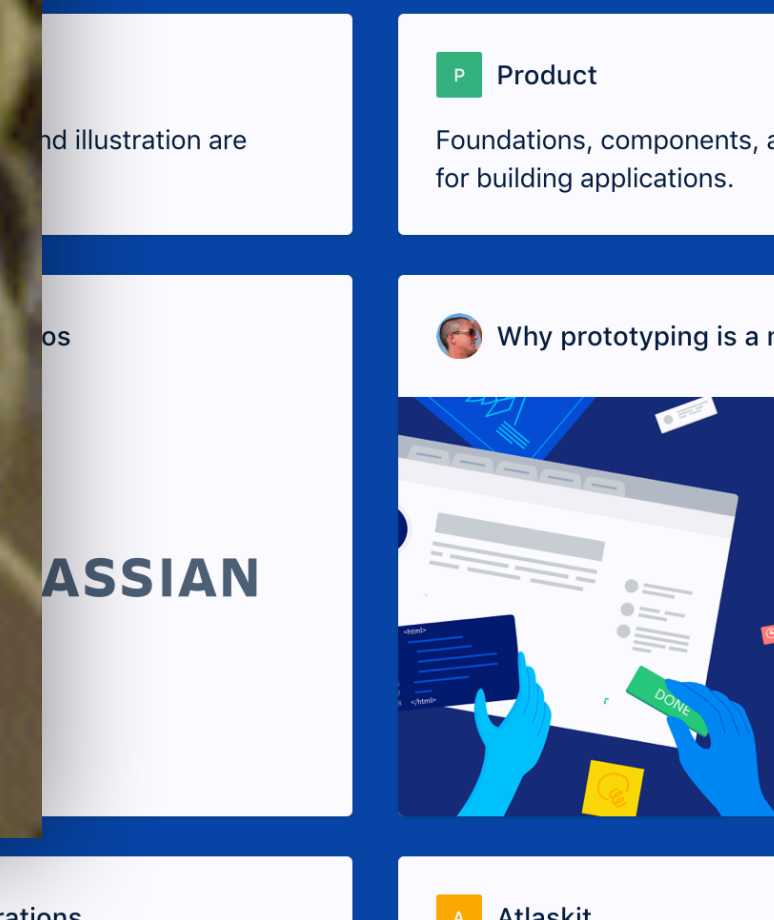


Make beautiful products, faster.  
Material is a design system – backed  
by open-source code – that helps



## op, and deliver

d design language to create beautiful experiences.



# Hudl Design System


# Uniform

September 2018 Release

 Start Designing

Start Coding



A monarch butterfly chrysalis is shown hanging from a dark, textured branch. To the right of the chrysalis, the wings of a monarch butterfly are partially visible, showing their characteristic orange and black pattern. The background is dark and out of focus.

**“Change doesn’t happen overnight.”**

Lot of people said that. I just agree.





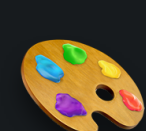

The background is a dark, deep blue space scene. In the center, a stylized rocket ship with a grey body and teal accents is pointing upwards. To the right, a large planet with a teal ring system is partially visible. The sky is filled with numerous small, bright yellow stars and several white streaks representing shooting stars or meteors.

# **Our journey to dedicated design system team**

**Current team: Lead, UI designer, 3 front-end developers**



# A bit of context

-  Hired to Kiwi.com in August 2017 as 5th designer
-  The plan: grow from 4 to 15 designers in the next 12 months
-  Partial responsibility: prepare UI kit for growing design team
-  3 – 6 months-long side project



A hand is shown placing a red puzzle piece into a larger assembly of grey puzzle pieces. The background is dark and out of focus, emphasizing the hand and the puzzle pieces.

Very first challenge

**"How might I prove that design system  
is worth full-time investment?"**



# The first three months









# Our internal research for a new design system & tips on how to do it

When we were defining a design system project, our goal was the usual one—to increase the speed and efficiency of our teams by improving consistency across our products.



Jan Toman

Mar 9, 2018 · 8 min read

<http://bit.ly/ds-research>









# Top insights

- 🎨 There is already palette and typography defined (however, no one used it).
- 😞 Designers are afraid of limiting their creativity with design system.
- 👍 Developers support it, as they hate to code something again. And again.
- 🧰 There is a lot of tools. Our design files are everywhere and nowhere.

**Takeaway: Listen carefully. Watch what happens around.**



# „Slow persuasion“ strategy

-  Mentioning keywords like „goals“, „roadmap“ or „accessibility“ time to time.
-  Set the expectation that it will be codified.
-  Repeating that the main goal is to help, not to limit anyone in anything
-  Keeping designers in charge of decisions, be more a curator than creator.

**Takeaway: Hallway talks matter.**



**What did it mean „keep them in charge“?**



Main color palette (without some shades)

Cloud

Cloud Light	#171b1e
Cloud	#e8edf1

Ink

Ink Lighter	#bac7d5
Ink Light	#7f91a8
Ink	#46515e
Ink Dark	#171b1e

Teal

Teal Light	#9CDAD3
Teal	#00a991
Teal Dark	#00826F

Green

Green Light	#e7f3e8
Green	#127F22
Green Dark	#065d12

Blue

Blue Light	#E0F6FF
Blue	#10709f
Blue Dark	#07405c

Red

Red Light	#fae8e8
Red	#d21c1c
Red Dark	#650808

Orange

Orange Light	#fcf1cd
Orange	#f9971e
Orange Dark	#a93610

**Text 36px bold for main headers**

Text 32 px for price summary in price box  
**in bold**

**Text 28px bold for main modal headers**

**Text 20px bold for secondary headers**

**Text 18px bold for other secondary headers**

Text 14px as primary style for text

**in medium weight**

**in bold weight**

Text 12px as secondary style for text

**in medium weight**

**in bold weight**

**IN BOLD WITH UPPERCASE**

*in italic style*

Text 11px as addition style for text

**in medium weight**

**in bold weight**

*in italic style*

KIWI.COM

EnglishUSD - \$HelpManage My Booking

ROUND-TRIPONE-WAYMULTI-CITYCITY-HOP

1 adult

From: Copenhagen + 250km

To: Anywhere

Depart: Thu, Mar 24 – Fri, Apr 23

Return: 2 – 10 nights

Create Price Alert

Filters

Recommended

Cheapest

Shortest

\$ 99.415h 50 min

\$ 7.1226h 50 min

\$ 102.275h 35 min

CphLionAir

8:30 PM - 11:20 PM

Mon, Mar 28

2 h 50 min

Copenhagen (CPH) → Barcelona (BCN)

5 nights in Barcelona

\$ 99.41

CphLionAir

11:30 PM - 12:30 AM

Sat, Apr 2 - Sun, Apr 3

3 h

Barcelona (BCN) → Copenhagen (CPH)

Vueling

10:30 AM - 1:15 PM

Sat, Mar 26

2 h 45 min

Copenhagen (CPH) → Barcelona (BCN)

8 nights in Barcelona

\$ 102.27

Ryanair

1:45 PM - 4:35 AM

Sun, Apr 3

2 h 50 min

Barcelona (GRO) → Copenhagen (CPH)

ICELAND

SWEDEN

GERMANY

UKRAINE

KAZAKHSTAN

IRELAND

SPAIN

ITALY

TURKEY

IRAN

TAJIKISTAN

ALGERIA

EGYPT

YEMEN

SOMALIA

DEMOCRATIC REPUBLIC OF THE CONGO

ZAMBIA

MADAGASCAR

SENEGAL

NIGER

SUDAN

KIWI.COM

EnglishUSD - \$HelpManage My Booking

Booking number: 123 491 03

Booking confirmed

TUE, AUG 13

FRI, AUG 17

PASSENGERS: 1

Brno ↔ Barcelona

Show trip details

Print your e-ticket and keep it with you for the duration of your journey.

Download

Additional services

Add baggage

Get insurance

Pick a seat

Show 5 more

Flights

Change Flight

CphLionAir

8:30 PM - 11:20 PM

Mon, Mar 28

2 h 50 min

Brno (BRQ) → Barcelona (BCN)

5 nights in Barcelona

CphLionAir

11:30 PM - 12:30 AM

Sat, Apr 2 - Sun, Apr 3

3 h

Barcelona (BCN) → Brno (BRN)

Baggage

Add Checked Baggage

2x Cabin

42×32×20 cm 10kg

What's cabin baggage?

2x Checked

20kg (weight limit only)

What can be inside?

Passengers

Check your personal details and see checked-in details, visas and additional services.

Mr. Jakub Sobotka

12/09/1995

VISA

NEED CHECK-IN

Contact details

jakub.sobotka@kiwi.com

Invoice

Confirmation email in English

Refund application form

KIWI.COM

EnglishUSD - \$HelpManage My Booking

Brno ↔ Moscow

Flight

DEPARTURE Duration: 44h

RETURN Duration: 26h 20m

Sat, Apr 8

5:25 PM Brno BRQ

6:35 PM London STN

21h 40m layover • Kiwi.com Guarantee

2h 10m

Sun, Apr 9

4:15 PM London STN

6:20 PM Amsterdam AMS

2h 35m layover • Kiwi.com Guarantee

1h 5m

Sun, Apr 9 – Mon, Apr 10

8:55 PM Amsterdam AMS

7:25 PM Bali Denpasar DPS

14h 30m

Sun, Apr 16 – Mon, Apr 17

8:40 PM Bali Denpasar

7:35 AM Amsterdam AMS

2h layover • Kiwi.com Guarantee

1h 55m

Mon, Apr 17

9:35 AM Amsterdam AMS

9:45 AM London STN

4h 5m layover • Transfer covered by airline

1h 10m

1:50 PM London STN

5:00 PM Brno BRQ

2h 10m

Kiwi.com Guarantee

Protects you from cancellations, delays, and rescheduling. We'll get you to your final destination or refund the affected part of your journey. Learn more

1. Passenger

First name

Last name

e.g. Peter

e.g. Brown

Nationality

Gender

Date of birth - MM/DD/YYYY

United States

Select

MM

DD

YYYY

Passport or ID number

Passport or ID expiry date - MM/DD/YYYY

Write here...

MM

DD

YYYY

No Expiry

Baggage

Cabin baggage

35 × 20 × 20 cm, 10 kg

FREE

Add cabin baggage

35 × 20 × 20 cm, 10 kg

+ \$ 8

Add checked baggage

85 × 30 × 40 cm, 15 kg

+ \$19.58

Travel insurance from AXA

Comparison and Terms of Use

No insurance

Travel Basic + \$30

Travel Plus + \$50

Medical expenses

Trip cancellation

Assistance services

Medical expenses

Trip cancellation

Assistance services

Lost baggage

Air travel insurance

Add another passenger

Contact details of Martin Halk

Email

Phone

E.g. name@domain.com

+1 111 222 333

Visa requirements

Germany

Airport transit visa - may be required for: 1. Passenger

Info (EN)

Russia

May be required for: 1. Passenger

Info (EN)

Please note that a visa or airport transit visa may be necessary for travel. Requirements found here are for reference purposes only. Contact the embassy or your foreign ministry for more information.

Use promo code

Need an invoice?

Payment

VISA

Mastercard

moneto

Amex

DISCOVER

Apple Pay

Credit card number

1111 2222 3333 4444

I accept Kiwi.com's Terms and Conditions and agree with the immediate performance of their services. I also acknowledge that I cannot withdraw from this service agreement.

Expiry date

Security code

MM

YY

123

I do not want to receive the best deals and updates. More

Cardholder's name

E.g. Michael Smith

Check your booking

Pay \$73.54 (USD)

„You decide if it’s enough.“

@HonzaTmn



Main color palette (without some shades)

Cloud

Cloud Light	#171b1e
Cloud	#e8edf1

Ink

Ink Lighter	#bac7d5
Ink Light	#7f91a8
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Ink Dark	#171b1e

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Teal Light	#9CDAD3
Teal	#00a991
Teal Dark	#00826F

Green

Green Light	#e7f3e8
Green	#127F22
Green Dark	#065d12

Red

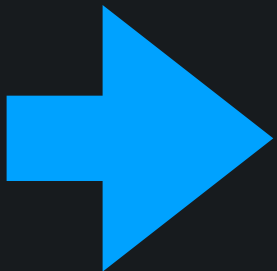
Red Light	#fae8e8
Red	#d21c1c
Red Dark	#650808

Blue

Blue Light	#E0F6FF
Blue	#10709f
Blue Dark	#07405c

Orange

Orange Light	#fcf1cd
Orange	#f9971e
Orange Dark	#a93610



Product Light #ECF8F7	Product Light :hover #D6F0EE	Product Light :active #C0E8E4
Product Normal #00A991	Product Normal :hover #009882	Product Normal :active #008F7B
Product Dark #007F6D	Product Dark :hover #007060	Product Dark :active #006657
Product Darker #005C4E		

White #FFFFFF	White :hover #F1F4F7	White :active #E7ECF1
------------------	-------------------------	--------------------------

Cloud Light #F5F7F9	Cloud Light :hover #E5EAEF	Cloud Light :active #D4DEE6
Cloud Normal #EBEDF1	Cloud Normal :hover #D9E1E8	Cloud Normal :active #CAD5DF

Ink Lighter #BAC7D5	Ink Lighter :hover #A6B6CB	Ink Lighter :active #94A8BE
Ink Light #8F738C	Ink Light :hover #52647A	Ink Light :active #465567
Ink Normal #252A31	Ink Normal :hover #181B20	Ink Normal :active #0B0C0F

Green Light #EBFAEC	Green Light :hover #D7EAD9	Green Light :active #C3DFC7
Green Normal #28A138	Green Normal :hover #238B31	Green Normal :active #167228
Green Dark #235C2B	Green Dark :hover #1B4621	Green Dark :active #123016

Orange Light #FDF0E3	Orange Light :hover #FAE2C7	Orange Light :active #F8D3AB
Orange Normal #F9971E	Orange Normal :hover #F38906	Orange Normal :active #D67906
Orange Dark #8E2A06	Orange Dark :hover #712105	Orange Dark :active #531904

Red Light #FAEAEA	Red Light :hover #F4D2D2	Red Light :active #EEB9B9
Red Normal #D21C1C	Red Normal :hover #B91919	Red Normal :active #9D1515
Red Dark #760909	Red Dark :hover #5A0707	Red Dark :active #3E0505

Blue Light #E5F7FF	Blue Light :hover #C7EEFF	Blue Light :active #A8E5FF
Blue Normal #0172CB	Blue Normal :hover #0161AC	Blue Normal :active #01508E
Blue Dark #004680	Blue Dark :hover #003561	Blue Dark :active #002442

Facebook #3B5998	Facebook :hover #385490	Facebook :active #354F88
---------------------	----------------------------	-----------------------------

Takeaway: It doesn't need to be perfect. Iterate.

A hand is shown placing a red puzzle piece into a larger assembly of grey puzzle pieces. The background is dark and out of focus, emphasizing the hand and the puzzle pieces. The text is overlaid on the image.

The effect of this strategy

**People believed in styleguide,  
so they started to use it.**



**3 – 6 months**





## # orbit-design-system

You created this channel on November 14th, 2017. This is the very beginning of the **# orbit-design-system** channel. Purpose: Info channel for design system updates and global announcements. ([edit](#))

[+ Add an app](#) [🔗 Add people to this channel](#)





honza 19:36

@product\_designers \* Kiwi Kit for Sketch - version 0.1 \*

It's a first step and very small but it's a start of something awesome. **Now I need your cooperation** - try to use colors from the palette below and components from the Kiwi Kit and if anything is limiting or not usable, just report it to me. The goal of these first iterations is to re-create most used components from our UI so you can work with them easily in Sketch and focus on more complicated things.

### How to install Kiwi Kit?

Just work with Abstract, as you are used to. Kiwi Kit was linked to all your projects so it should be accessible in your Sketch right now. Open "Symbol" drop-down, hover over "Kiwi Kit (Master @ ...)" and all mentioned symbols are already there.

### Current components in Kit

- 4 types of system messages (error, danger, success, info), w/ and w/o icons, w/ and w/o title
- 3 types of buttons (Large, Normal, Small), w/ and w/o icons + disabled state
- Few form elements (checkboxes, radio buttons)
- Few basic icons (alert, info, ...)

### Sketch palette with 16 unified colors:

- Download palette here: <https://www.dropbox.com/s/19q0ere8jm6dxcr/kiwi-kit.sketchpalette?dl=0> (if you need help to install it to your Sketch just catch me and I'll help)
- Basic guidelines for colors are here: <https://marvelapp.com/79c0g9e/screen/36355252> (it's work in progress, your feedback from using these colors will be priceless)
- These colors should be enough to create anything you need, maybe expect the most complicated components (eg. calendar). If you'll find out that it's not possible, just ping me, we can discuss it and possibly update the palette if needed.
- I am currently testing Design System Manager for sharing palette and text & layer styles.





### Next version

- Set of most used icons in our product UI
- Form components (inputs, select boxes, etc.)
- Your suggestions!

Let's try to use Kit and colors from sketch palette Find the limits, report everything you find and we can think how to solve it 😊 (edited)





# A lot of small changes, often.



**honza** 14:42

[@product\\_designers](#) \* Kiwi Kit for Sketch - version 0.1.1 \*

- FIXED color for text in secondary buttons
- FIXED artboard height for small buttons
- ADDED normal buttons with icon
- ADDED normal buttons in disabled state

Thanks [@henne](#) for reporting! 

It should update in your Sketches automagically. 





# Giving them control. Again.

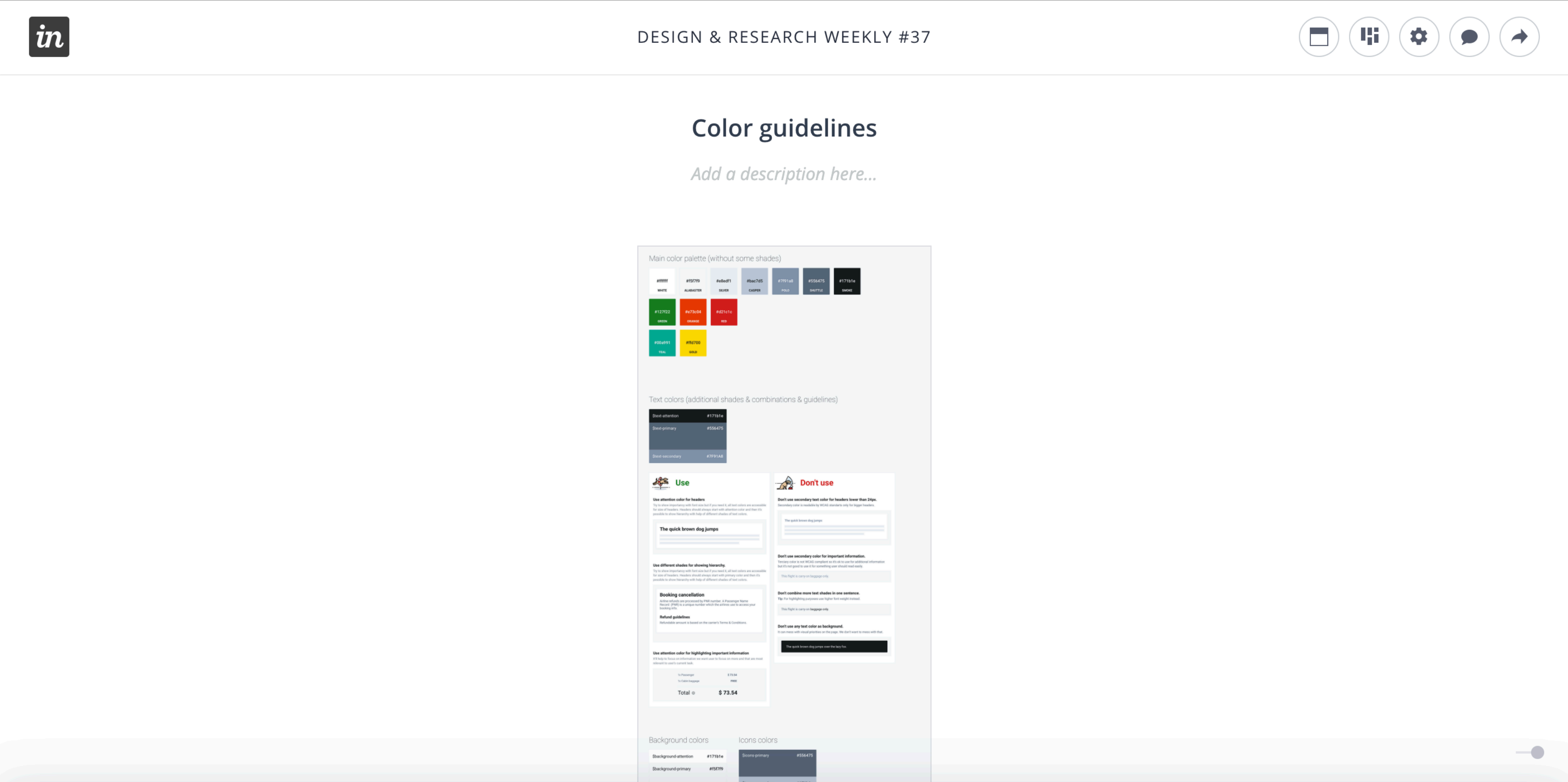
What should be next? Vote below the post!

- ☒ 1 Form inputs
- ☐ 2 Modal wrapper
- ☐ 3 Cards (edited)

☒ 1 9 ☐ 2 1 ☐ 3 1

# Silent updates to managment

Through existing channels – company newsletter.







**Trust pound!**



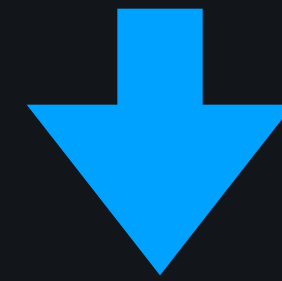
# **December 2017**

**Situation: more requests for new components and variations**



# December 2017

**Situation: more requests for new components and variations**



## Me switching full-time on design system

**as support role for 9 designers and their onboarding**

**„Team“: 1 UX Designer**

# January 2018

Six months after my start.



# January 2018

**Junior Front-end Developer is joining design team.**




# January 2018

**Junior Front-end Developer is joining design team.**





A hand is shown placing a red puzzle piece into a larger assembly of grey puzzle pieces. The background is dark and out of focus, emphasizing the hand and the puzzle pieces.

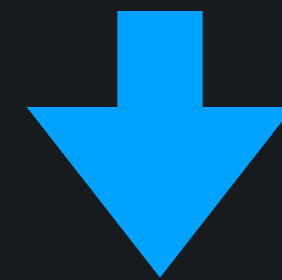
Current challenge

**"How might I prove that we need someone for coding components?"**

**Using insights from my research**



# Using insights from my research



## Meeting with lead engineer

„Team“: 1 UX Designer



Remote team, building components when  
building a different project



**Two months after start with remote team.**

**March/April 2018**

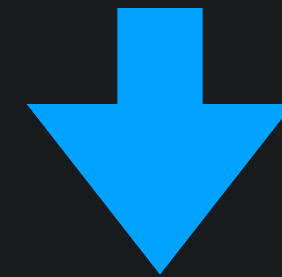
**Some components coded, not fully completed.**

**Quality of coding was questionable.**

**There just wasn't time (because they needed to work on other projects)**



# Meeting with lead engineer



## One junior developer will code components





+ that junior developer from design team will help too.

„Team“: 1 UX Designer



1.5 frontend developers (junior)

# What else was happening?

-  Adding adjustments of UI kit in Sketch, new components, new variations.
  -  Creating name for our design system => branding => more product feeling.
  -  Publishing Orbit.Kiwi => single source of truth for design system
  -  Presenting design system on „AllDevs“ => company platform for sharing
- = Improving visibility of the whole project.**








# Creating ~~name~~ identity




Connecting the unconnected



	:doesnt-look-like-orbit-to-me:
	:orbit:
	:orbit-heart:
	:orbit-real:
	:orbit-storybook:

# Orbit.Kiwi – Documentation page

  
CONNECTING THE UNCONNECTED

GETTING STARTED >

GUIDELINES >

VISUAL STYLE >

COMPONENTS >

BUTTON

TEXT INPUT

CHECKBOX

RADIO BUTTON


FEEDBACK MESSAGE

DESIGN TOKENS

SUPPORT

CONTRIBUTING

Roadmap







Component status 


## Button

Button is simple component when we need to show what actions users can do on the page.


### 1. Basic button types

We have two basic attributes for buttons: **size** & **importance**. We have 3 sizes (large, normal and small) and 2 importance levels (primary and secondary). With combination of these attributes, we have 6 basic button types:


Primary Large	Primary Normal	Primary Small
		
Secondary Large	Secondary Normal	Secondary Small
		



**Use primary large size only for most important action on the page**  
There shouldn't be more than one large size button on the page.  
For every other important action (like adding another passenger or baggage) use normal size.



**Use secondary small buttons for additional actions on the page**  
The secondary small button is great for actions like „Edit passengers“ in the Manage my booking section because it stands out from interface but don't take so much attention.



**Don't use any small button as button for sending a form**  
Sending a form is main action of the form, it should grab user's attention.  
Use primary large button instead.

1. Basic button types

- 1.1 Basic combinations
- 1.2 Buttons with icon
- 1.3 Disabled state

2. Special button types

- 2.1 Social buttons
- 2.2 Destructive buttons
- 2.3 Link button



# Roadmap & components status

## What is next for Orbit

Last update: 16th May 2019

### Current

Strategy Consistency

#### Release stable version of Orbit components

We have all common components ready, we're improving their accessibility and tokens coverage and then we will be able to release version 1.0.0.

ETA: Q2/2019

Improvement

#### Accessibility adoption

We have all basic stuff for a11y ready in Orbit, now we focus on passing all that into our production.

ETA: Q2-Q3/2019

Velocity

#### Login in React Native

We are extending Orbit to React Native

### Near term

Partners / White labels Strategy

#### Improve Themer for easier usage

We should support all theming features that Orbit provides – design tokens, all colors, etc. We should also improve usability and understandability of the whole page.

Consistency

#### Improving Figma UI kit

Orbit for mobile is partially implemented in Figma, but our support for this tool was very limited. We need to improve that.

ETA: Q319

Consistency Velocity

#### Guidelines for Sketch & Abstract

The main goal of Abstract was to easily find design when needed – but we have a bit of chaos in branches, commits and

### Future

Consistency

#### Email components

Emails have their own set of components and Orbit should approach them in the same way as we are preparing components in React for front-end teams.

ETA: Q319

Adoption

#### Support design tokens adoption

We already have a few questions how to work with design tokens or even request from other teams (eg. React Native) if we can provide some consistent variables. We need to cover it somehow in better guidelines for how-to-use design tokens.

ETA: Q219

Design Quality

#### Form inputs across platforms

## Components

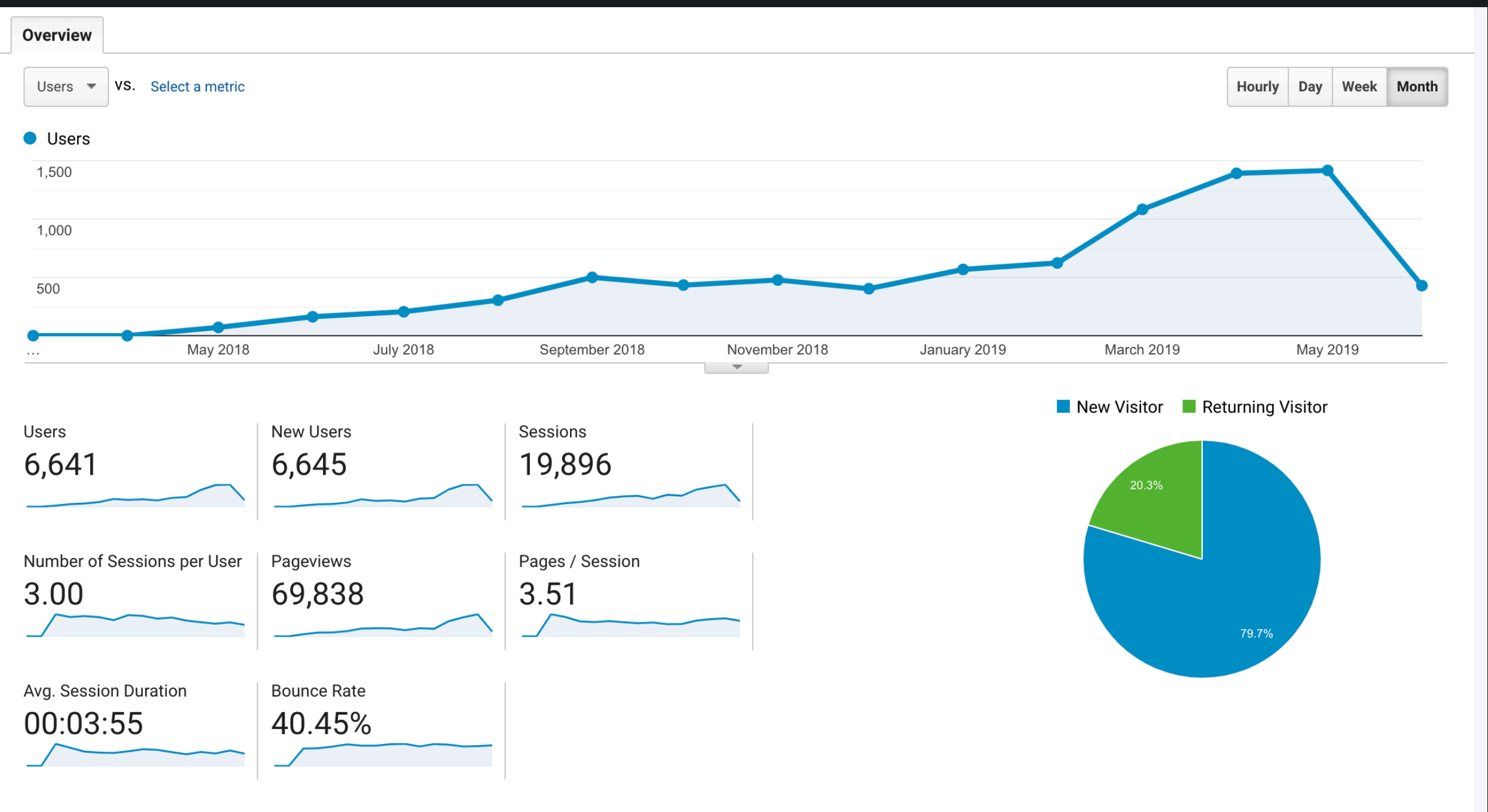
Last update: 3rd June 2019 (**Week 23**)

Legend:

✓ (done), 🕒 (in progress)

ETA: Estimated release week

Component	Design	Specification	React
Alert message	✓	✓	✓
Button	✓	✓	✓
ButtonLink	✓	✓	✓
TileExpandable	✓	✓	✓
Loading	✓	✓	✓
List	✓	✓	✓
Tabs	🕒		
Calendar	🕒		
Pagination	✓	🕒	🕒 ETA: W24
Breadcrumbs	✓	✓	✓
Input group	✓	✓	✓
Badge	✓	✓	✓
Illustration	✓	✓	✓
Separator	✓	✓	✓
Button group	✓	✓	✓



Page Title	Pageviews	% Pageviews
1. Orbit.Kiwi – Connecting the unconnected	13,018	18.64%
2. Colors – Orbit.Kiwi	5,090	7.29%
3. Icons – Orbit.Kiwi	4,260	6.10%
4. Design tokens – Orbit.Kiwi	4,194	6.01%
5. Button – Orbit.Kiwi	4,061	5.81%
6. Brand Kiwi.com – Orbit.Kiwi	2,817	4.03%
7. Alert message – Orbit.Kiwi	2,676	3.83%
8. For designers – Orbit.Kiwi	2,014	2.88%
9. Typography – Orbit.Kiwi	1,985	2.84%
10. Badge – Orbit.Kiwi	1,780	2.55%



# July 2018

„Team“: 1 UX Designer

+

2 frontend developers (both juniors)

**+ one more senior developer as consultant to them**

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„Team“: 1 UX Designer

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„Team“: 1 UX Designer

+

2 frontend developers

+

UI Designer



**After 1 year – September 2018**

# After 1 year – September 2018

- 👍 40 components in Sketch UI kit, all coded in React, all tested & maintained.
- 👍 Product teams started replacing old components in code
- 👍 New internal „clients“ – business development, marketing, event team
- 👍 Getting a lot of good feedback from all over company

**= Team is very motivated to continue on improving design system.**



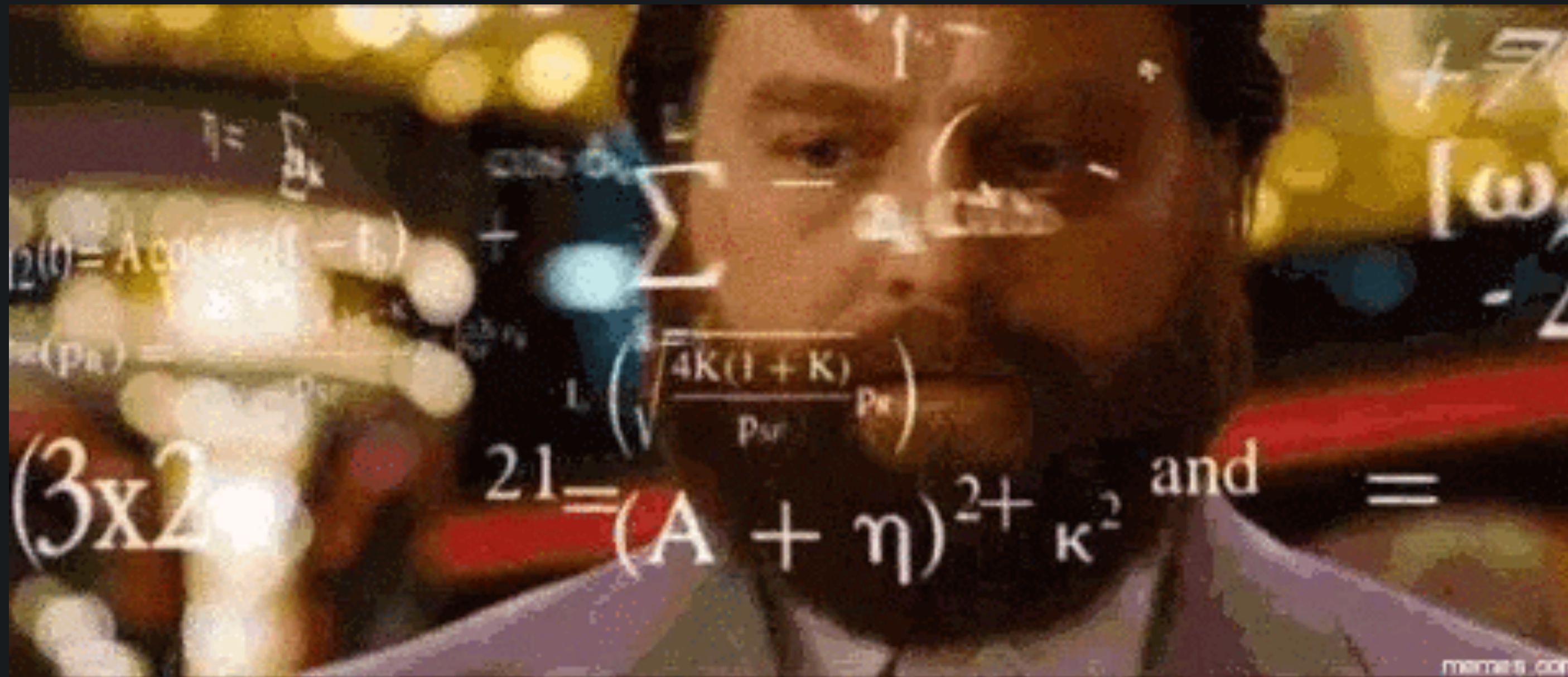
# After 1 year – September 2018

- 😓 Missing accessibility support 🙌
- 😓 Too many internal users, slowing down in reaction times 🙌
- 😓 No strong metrics for business people
- 😓 Missing design documentation – just slight issue that time 🙌

**= New challenges to solve.**

# After 1 year – September 2018

😓 No strong metrics for business people





# January 2019

# January 2019

😓 **Founding „Frontend & Design Platform Team“**

👉 **Orbit Team – 4 people (Lead, UI Designer, 2 FE developers)**

👉 **Independency from design and engineering (staying between them)**

👉 **Starting with OKRs**



# Current team & structure

 **Jan, Design System Lead** – managing roadmap & communication + what is needed

 **William, UI Designer** – managing UI kit, improving visual style, testing design

 **Luděk, FE Developer** – improving components, styles and theming

 **Tomáš, FE Developer** – improving components, platform and automation

 **Filip, FE Developer** – improving components, accessibility and tooling

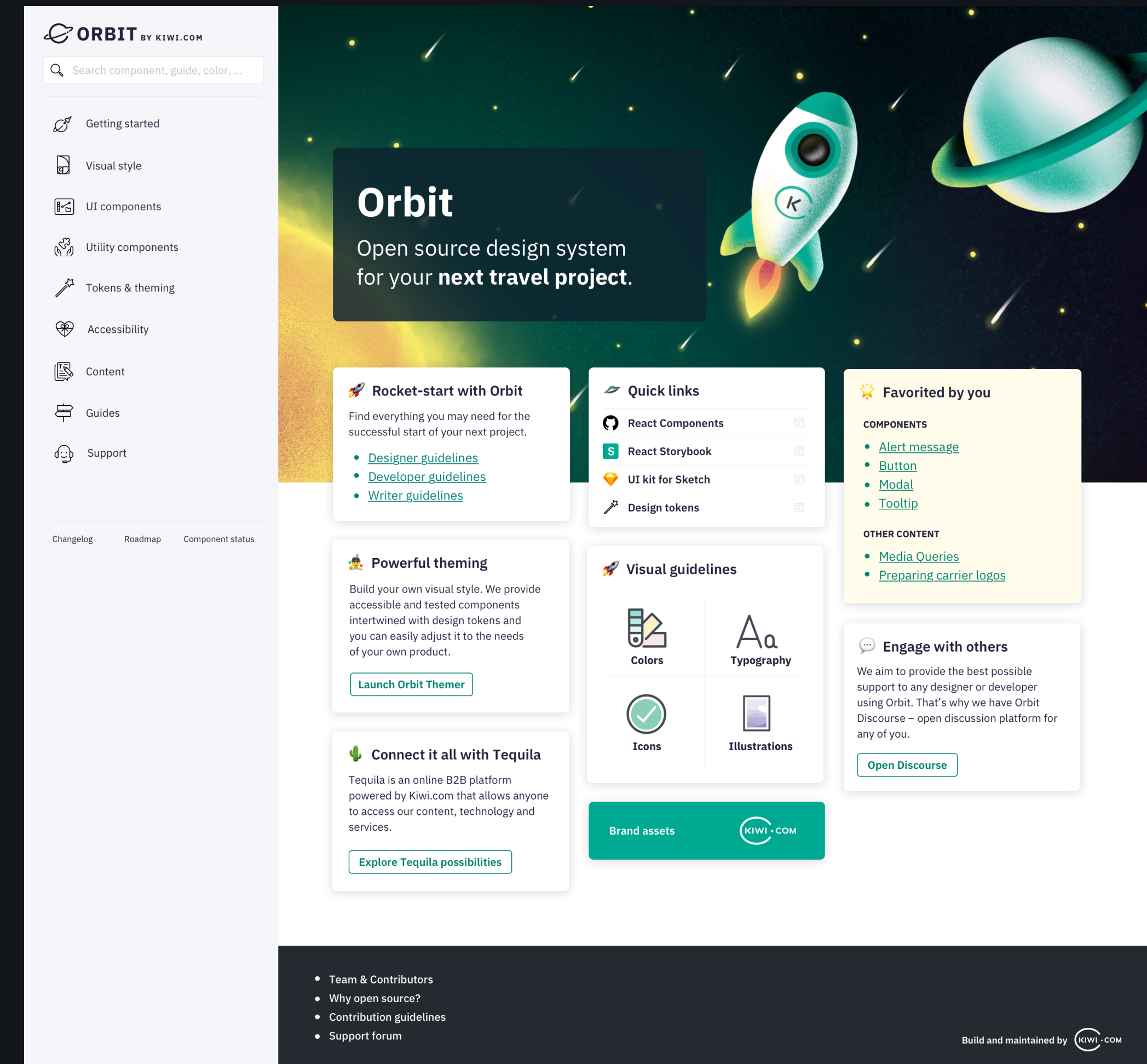
# Near future for our team

🕵️ **Hiring Content Writer to own and improve content of documentation**

💠 **Internal one-day edu conference**  
(trainings, accessibility, how to's, ...)

🦋 **Publishing new documentation page with more examples & features**  
(working with data we've collected)

📱 **React Native implementation of our components**





*Thanks*

Let's discuss :-)

+ reach out to me on Twitter: @HonzaTmn



**We're hiring Content Writer to own and improve our documentation**