

Amalya Henderson

USER EXPERIENCE DESIGN LEAD

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SUMMARY

Experienced UX professional and design systems leader with 10+ years shaping complex digital products. I turn fragmented UI and systems into accessible, scalable foundations and build the strategy, governance, and partnerships that help teams adopt them. Specialized in aligning design, engineering, and stakeholders around common APIs, product quality, and user experience.

EXPERIENCE

Rocket Communications | Staff User Experience Designer (Design System Lead)

Princeton Junction, NJ (Remote) | 07/2019-11/2026

- Design Lead and essential contributor to the Astro UX Design System, an enterprise-scale design system sanctioned by the US Space Force for designing and developing Department of Defense (DOD) space applications.
- Led and managed a team of UX designers and researchers to champion best practices for mission-critical DoD systems and complex business applications for various programs for the Space Systems Integration Office.
- Worked closely with cross-functional teams, developers, stakeholders, and clients to understand business and user needs in order to contribute to product strategy and ensure quality and consistency of team deliverables.
- Provided education and mentorship for user-centered design, design systems, systems thinking, design operations, documentation, Agile practices, and tools.
- Obtained a security clearance from the and a Common Access Card for on-site research and access to protected online environments.

SpaceX | User Experience Designer II

Hawthorne, CA | 02/2016-11/2018

- Collaborated with PMs, developers, and stakeholders to create, redesign, and update applications using UX best practices and the Enterprise Product Design System.
- Served as lead designer, main point of contact for Product Managers, and supervisor of design and research resources for 95+ internal enterprise applications as well as leading improvements to the UX team's tools and processes.
- Led and implemented projects such as creating a quick and easy-to-use wireframing method using available technologies that cut the mockup creation time in half.

EXPERIENCE (CONTINUED)

NASA Ames Research Center | Capstone Project UX Design Lead

Mountain View, CA | 01/2015-08/2015

- Collaborated in a cross-functional team as User Experience Lead to design an augmented reality on-the-job instructional solution for NASA astronauts on the International Space Station and for future manned missions to Mars.
- Provided NASA with a working prototype and tested usability principles for future augmented reality projects.

EDUCATION

Carnegie Mellon University | Masters of Human-Computer Interaction

Pittsburgh, PA | 08/2014-08/2015

Haverford College | BA in Psychology, Minor in Japanese

Haverford, PA | 08/2007-05/2011

EXPERTISE

Design

UX/Product Design, Design Systems, Prototyping, Information Architecture, Design Tokens & Theming, Accessibility, Compliance, Documentation Standards

Strategy

Agile Methodology, Project Management, Roadmap Planning, System Scaling, Governance & Contribution Models, Adoption, Versioning, Stakeholder Alignment, AI Usage for Design & Engineering

Research

Measurable Metrics, Requirements Discovery, Task & App Flows, Usability Testing, Qualitative & Quantitative User Research

Tools

Figma, Custom Figma Plugins, Atlassian Suite, GitHub, HTML, CSS, Storybook, Tokens Studio, Claude Code, Gemini, Mural, Miro, Sketch, Photoshop