

# Why reinventing the wheel hasn't worked for you... There's a new method in store... (And hint, **it's easier than ever**)...

Hey (NAME),

I'm sure your company has had its fair share of *systems*.

What do I mean by “*systems*”? You know... The ones your company creates to make work go **A LOT smoother?**

Sounds familiar? *No?* Well, there's a reason why (*A reason any company in their right mind should avoid*)...

## ***Picture this...***

You and your colleagues are taking on *a new project*... You know this project would go a lot smoother if you got your team on board with creating a *design system*... You try emphasizing the importance of it, just for ***your team and colleagues to laugh at your idea***... You start to question *your voice and influence within the company*.

Sounds familiar? Quite frankly, I don't blame you.

It's an awful feeling. One I wouldn't wish on anybody in a company.

Yes, it's frustrating, and no, it's not easy.

## **And getting your team on board?**

I can't begin to imagine that...

Thankfully, you can avoid this mess...

There's a new method in store... And it could genuinely ***change how you work forever...***

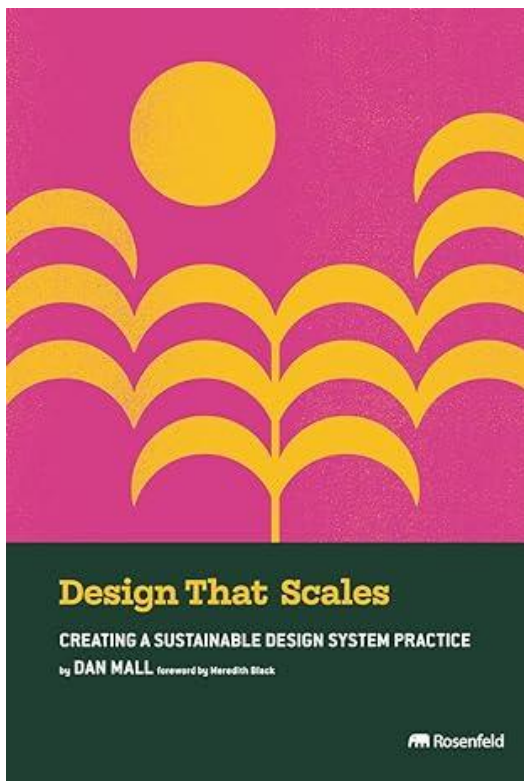
I've worked with engineers and designers from companies like **Google, Nike, Disney, Meta, Netflix, BestBuy, and many more...**

After months of preparation, I've put together something I know you'll like.

***(And today, YOU are getting exclusive access to it...)***

It's my brand new gift just for you...

My long awaited book, [Design That Scales...](#)



Are you tired of work that feels more like it's dragging you down rather than lifting you?

Do you desire to impress your colleagues with your flawless ideas and design systems that create amazing work environments and user experiences?

Do you want to be seen as the king or queen of UI/UX design in your company?

If so, I genuinely believe there is no better option out there than [this book](#).

**Who is this book for?**

Well, simply put...

-It's for those looking for a more *efficient, fast, effective, and powerful way to work*.

-Anyone running a design system ***no matter the size***.

-Engineers and UI/UX designers working in tech companies who *desire more*.

-Leaders and executives who want to *truly* affect change but don't know how to do it or where to start.

Be honest... How much would you pay if you could ***impress your whole team, gain leadership***, and improve how you work ***forever?***

Something of that much value would be *priceless*. Don't you agree?

But what if you could get it for as little as **\$49?**

Quite frankly, *I'd be shocked at such a price*.

**This is your chance...**

**>>> GRAB IT HERE <<<**

## Testimonials

Dan's book is a game-changer for our approach to design systems, leading to significant changes at my company, making it a must-read for streamlining anyone's complex design systems! This book equips you with everything you need for your next design system transformation.

—Nadine Sarraj, Product Designer, 365 Retail Markets

As a design system practitioner, this book will be my go-to resource for creating and managing design systems as they grow.

—Afyia Smith, Design Manager, Epic Games

*Best regards,*

*Dan*

**PS:** Learning proper design systems isn't "easy". And this book is by no means a "done-for-you process".

I can't sit here and say that this book will change your life. But what I can promise is that you're getting ***one of the best deals out there.***

I've worked with some of the world's most recognizable brands out there and in this book, I've gathered my most *extensive knowledge* to help **YOU** become a *passionate* and *influential* designer in your company and create *Design That Scales*.

**>>>Let's change how you work forever...**

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Avatar:

Name: Emily Anderson

Background: Emily is a 32-year-old UX/UI Designer working for a tech company in San Francisco. She is passionate about creating exceptional user experiences and believes in the power of design systems to streamline workflows and enhance consistency. Emily has been facing challenges in convincing her team and superiors about the importance of design systems. Despite her talent and dedication, she feels a bit frustrated and undervalued within the organization.