HUDSONUXDESIGN 425.260.7609

www.southpawstudios.com

* Visual Communications Degreefrom AIS, BFA from Academy of Art University.
* 25 years experience in UX Design; 15+ yrs @ Microsoft, 10+ yrs as Manager.
* Lead Program Manager of UX Artists on PC, web and enterprise mobile projects.
* Experience with Big Data in Azure, AWS, IoT, AI/ML, BlockChain.

SKILLS

* 5+ years as Senior UX Designer: User-Centered design specialist with Data background.
* Tools: Design Thinking, Sketch, InVision, PSD/AI, Toolsets (Material, Fluent), Maya, AE.
* Process: Scenarios, Personas, Wireframes, Prototypes, Usability testing, Collaboration.
* Languages: I speak five languages: English, French, Spanish, Russian, and Mandarin.

CV

# Sept 2019 – Present Senior UX Designer | Global Operations - Microsoft

* Designing *Compliance Monitoring Capability* for Global Operations – projected to save $500M/yr.

# Jun 2017 – May 2019 Senior Interaction Designer | Azure Data UX - Microsoft

* Interaction Designer for Microsoft’s Big Data and SQL Server products - $15B/yr. portfolio
* Led cross-functional teams designing Data-Heavy functional UX for Enterprise
* Lead Designer on Azure Data Lake Analytics for Web and PC (Visual Studio tools)

# [Jul 2014 - Jun 2017 Senior Visual Designer | Azure Data UX - Microsoft](https://www.linkedin.com/search/results/index/?keywords=Azure%20Data)

* Visual Designer for Azure Data across all platforms. Big Data, Hadoop, Relational, Cosmos DB.
* Designed and implemented Visual Branding across all Azure Data products and platforms:

Web, Tools, APIs, Documentation, Presentations, Internal collateral, Company messaging.

* Created motion graphics and animation content for Senior Leadership and Global Conferences.

# Feb 2013 - Jul 2014 UX Designer II | Project Spark, HALO Waypoint – Microsoft

* Cut Scenes, World Editors, Motion Graphics prototypes, concept art, production UI
* Halo Waypoint – first Xbox LIVE! Content Channel – UX, UI, visual design, development
* Microsoft SharePoint Conference (SPC Vegas – Creative Director, Lead 3D Animator)

# Mar 2012 - Jan 2013 Xbox Design Developer | Interactive Ent. Group – Microsoft

# Led teams to develop Xbox apps for Facebook, Netflix, Hulu, Kinect, ESPN, Twitter

* Implemented features and 1st-party apps (Zune) in Xbox dashboard

# Mar 2011 – Mar 2012 Animation Director | SharePoint - Vossler Media Group

Aug 2009 – Feb 2011 UI Designer | 343 Industries - Microsoft Game Studios

July 2009 – Nov 2010 XUI Design Developer | 343 Industries – MGS

* XUI Architecture consultant, Waypoint intro animation + cinematics.
* XUI Production (JSON, XML, Xbox tools) for Career and Intel sections.

# Jan 2000 – Jan 2009 Lead UI Artist, 3D Artist, Character Designer | Microsoft

* UX Design Lead for Microsoft Flight Simulator UI, Combat Flight Sim 2, 3 & 4 UI.
* Managed migration of Train Simulator 2 UI to ScaleForm from internal Win32 toolset.