

- Visual Communications Degree from 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

- 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 1<sup>st</sup>-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.