

PATRICK WUJCIK

Senior Experience Designer

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SUMMARY

Seasoned, established full stack designer and innovator of ideas with 14+ patents received for designs on Windows 8, 8.1 & 10, used by **60 million** users worldwide.

Lifelong creative professional, successful in 3 diverse creative arenas: advertising (graphic) design, art restoration and digital design.

Adept at creating simple, usable and seamless product experiences, delivering elegant, human-centered user experiences for desktop, web and mobile products.

Passionate end-user advocate with unique blend of design, engineering and business expertise.

Recognized as a valued design partner; noted for ability to grasp problems quickly, ask probing questions and challenging PM teams to create greater consistence across product lines.

Enthusiastic about assisting peer designers, PM's and developers to understand the importance of solid UX Principles, encouraging teamwork and promoting the success of junior colleagues.

PROFESSIONAL EXPERIENCE

SENIOR INTERACTION DESIGNER - 2018 to 2019 Business Applications Group (BAG) via Allovus - Bellevue, WA

Fast paced Microsoft Cloud Design initiatives that included the design and simplification of advanced data visualization AI/ML concepts that PM/Research used for user testing and is now being developed for product release.

Provided direction and best practices to support implementation of the Microsoft Fluent Design Language into Enterprise platforms: Power BI and the rest of the Power Platform.

Implemented Cross-highlighting / Accessibility UI concepts in data visualization components in Power BI.

Contributed to Cloud Data Team brainstorm and wireframed a series of new concepts that are designed to introduce new Power BI's Ease of Use / Getting Started Quickly features. Concepts are currently in development for upcoming product releases.

Owned and drove the Fluent based redesign of the complex Power BI Admin Portal to align with Power Platform partners Power Apps, Flow and admin portals in Azure and M365.

SENIOR UX DESIGNER - 2017 to 2018 Windows & Devices Group (WDG) via Allovus - Redmond, WA

Partnering directly with stakeholder PM's and developers, I delivered a wide range of design solutions for web, mobile and desktop utilizing Microsoft's Fluent Design Language and solved design solutions in structured and unstructured environments.

Created design solutions while promoting the importance of sound UX Principles for external and internal Microsoft products that include:

- Designed self-serve web app to automate the scheduling of User Research studies
- Redesigned Director level WDG Budget web app
- Redesigned Windows Store developer backend web app
- Redesigned External [Windows Community](#) website
- Designed Card based User Forum UI flow for Windows Community site
- Designed POC (Proof of Concept) app for membership Rewards on Xbox(console)
- Redesigned OSG (Operating Systems Group) Wiki site
- Designed Digital Badge experience to highlight OSG Wiki site contributors
- Designed threaded comments flow for the Windows 10 Feedback app
- Redesigned Xbox.com Developer portal hub page

AREAS OF EXPERTISE

Information Architecture & Design

Content Creation, Structure and Presentation

Product & Functional Interactions related to Pen, Touch, Gesture, Mouse & Keyboard

Research, Usability Analysis & Testing

Agile Development & Rapid Prototyping

Motion Graphics & Sound Design

Data Driven Design Scenarios

Data Visualization Design

Brand & Marketing Alignment Integration

Peer & Team Building Advocate

UX Principles Advocate

EDUCATION

ADVERTISING DESIGN

College for Creative Studies -Detroit, MI

TOOLS

PC or Mac, MS Office, Photoshop, Illustrator, Flash, After Effects, Premiere, Axure, UX Pin, Sketch, Figma, Unity, Visual Studio, HTML5, CSS, JavaScript, XAML, MWF, ActionScript

PROFESSIONAL EXPERIENCE

SENIOR UX DESIGNER - 2016

Microsoft Research (MSR) via Allovus Design - Redmond, WA

Collaboration with the Microsoft Research Language Translator team, providing UX Design and UX principles for a conversational [Language Translator app](#) currently live for web and mobile.

SENIOR UX DESIGNER – 2015 - 2016

Author-it Software Corporation via Allovus Design - Seattle, WA

Senior UX/UI design role partnering with a Principle UX designer, product managers, developers, execs and an agile cross-functional team in a startup environment to create a new, complex browser-based enterprise management solution from the ground up.

Role included ideation, concept mapping, information architecture, wireframes, interaction design, visual design, motion design, defining CSS and prototyping.

SENIOR UX DESIGNER – 2015

Microsoft Employee Experience Labs via Allovus - Redmond, WA

Collaboration with an agile development product team to build a new Microsoft internal cross-platform mobile application intended for all Microsoft employees worldwide.

Delivered UX guidance and alignment, screen flows and wireframes for Windows Phone, iOS and Android versions of the app.

USER EXPERIENCE DESIGNER II – 2008 - 2014

Microsoft - Windows Design & Research (XDR) - Redmond, WA

Full-time role, collaborating with teams of Designers, Researchers, Engineers and Product Managers to design and ship Microsoft features on multiple Windows releases, from Windows 7 to 10:

Windows 10: Designer of experiences that include research, initial requirements, goals and content design of the new Notification Center for Windows Desktop. Designed the new actionable Notifications structure, merging legacy and Windows 8 notifications into one system wide framework. Redesigned system and app dialogs for Phone, Tablet and Desktop.

Windows 8.1: Primary designer of Networking for Windows 8.1; redesigned network- based connection and management surfaces, OOB and Enterprise flows. Design partner for Advanced PC Settings for Windows; primary designer of Time & Language and IME Settings experience.

Windows 8: Primary designer of v1 features for Windows 8; including the planning and design of the Windows Camera app, PC Settings, AutoPlay, File Association and Device Proximity /NFC UX.

Windows 7: PC3–Tented OEM (Sony, HP and Dell) engagement initiative focusing on UX ecosystem solutions for Windows OS shell experiences.