

PATRICK WUJCIK

Product Designer

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SUMMARY

Seasoned designer with multiple patents received for designs on Windows 8, 8.1 & 10, used by more than 1 billion users worldwide.

Passion for discovering design solutions for real-world user goals.

Excels at transforming complex ideas into easy-to-use features and products.

Proficiency in all phases of design and the skills required to ship.

Experience designing for desktop surfaces/apps, browser, tablet and mobile.

Constantly exploring new tools, skills, patterns that make for a better end user experience.

Able to work well with all disciplines.

Have a point of view but a low ego.

Always open to seeing things from a fresh perspective.

PROFESSIONAL EXPERIENCE

PRODUCT DESIGNER - 2019 to 2021

Microsoft Teams via Kforce - Bellevue, WA

Microsoft Teams is a unified communications platform with over 270 million active monthly users. My role included defining product vision for new Partner Center App Certification flows, data visualization design for the Teams [design system](#) and workflows in Teams Platform, developing and enhancing new Teams [admin solutions](#) and IT Pro apps while collaborating with researchers, product managers, designers and engineers.

SENIOR UX DESIGNER - 2018 to 2019

Business Applications Group (BAG) via Allovus - Bellevue, WA

Designing user experience and user concepts for Power BI, Microsoft's data visualization, reporting and dashboard platform. Includes Cloud + AI initiatives based on simplification of advanced data visualization AI/ML concepts that are now in the product, introducing accessibility concepts in PBI data visualization components, design of new PBI Ease of Use / Getting Started Quickly features, and the redesign of Power BI Admin portal that includes implementation of the Fluent Design Language. [Link](#)

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 sound UX Principles for external and internal Microsoft products. Includes a new self-serve app for creating user studies for Microsoft Research, Director level Budget app, Windows Store backend redo, and proof of concept Xbox (console) app that integrated and provided user management of Bing and Xbox Membership Rewards.

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. [Link](#)

AREAS OF EXPERTISE

Information architecture
Content creation
Research & usability analysis
Rapid prototyping
Motion graphics
Data driven design scenarios
Data visualization design
Brand & marketing alignment
Peer & team building advocate
UX Principles advocate

TOOLS

PC or Mac, MS Office, Adobe CC, After Effects, Axure, Slack, Teams, Blender, UX Pin, Sketch, Figma, Unity, Visual Studio, HTML5, CSS, JavaScript, much more.

EDUCATION

ADVERTISING DESIGN

College for Creative Studies - Detroit, MI

INTERESTS

Family
Film
Gaming
Guitar
Motorcycles
Learning new things

PROFESSIONAL EXPERIENCE

SENIOR UX DESIGNER – 2015 - 2016

Author-it Software Corporation via Allovus - 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. [Docuvera app](#)

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. (This work laid the foundation for the recently released Microsoft [Viva](#) 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 and aligned 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, OOBE 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.