QUENTIN LITTLE

USER EXPERIENCE DESIGNER

I am a UX Designer with a passion for innovation and over two decades of experience crafting intuitive, user-centered experiences. I'm dedicated to creating products that not only delight users but also drive meaningful engagement and business success.

EXPERIENCE

SENIOR UX DESIGNER • MICROSOFT
Jan 2024 – Apr 2024 (Contract Zen3/Tech Mahindra)

- Redesigned and enhanced internal Microsoft services, including the Unified Action Tracker.
- Standardized designs with Microsoft's Coherence & Fluent 2 Design Systems.
- Delivered pixel-perfect layouts and scenario flows with cross-platform consistency.

SENIOR UI/UX DESIGNER • T-MOBILE IDEA LABS / MKTG
Apr 2019 - Jan 2021 (Contract: Vybrant / Lancesoft)

- Redesigned T-Mobile's prospect-facing marketing site, focusing on Plans Comparison, Store Locator, and more.
- Developed omni-channel UX integrating AR/VR, digital voice assistants, and chatbots.
- Facilitated journey mapping workshops and validated new industry verticals.

SENIOR UX DESIGNER • ATMOSFX
Mar 2016 - Jun 2018

- Conducted heuristic evaluations and competitive analysis on e-commerce platform.
- Led end-to-end UX redesign and developed Android TV OS and MDP tools.
- Designed responsive prototypes and refreshed brand design workflows.

SENIOR UI/UX DESIGNER • AT&T EXPERIENCE PLANNING
May 2015 – Nov 2015 (Contract: Slalom)

- Developed UX for International Roaming and myAT&T promotions.
- Conducted usability testing & presented executive journey maps.
- Delivered IA, wireframes, taxonomy, and prototype-driven designs.

OBJECTIVE

Fascinated by cutting-edge technologies like AI, ML, AR, VR, and IoT, I thrive on designing seamless interactions that blend emerging tech with human needs. My expertise spans both agile and waterfall methodologies to design end-to-end UX, from research, competitive analysis, journey mapping, prototyping, usability testing, and pixel-perfect responsive design across web, mobile, tablet, and TV.

CONTACT

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- (206) 427-9129
- Bellevue, WA

EDUCATION

UNIVERSITY OF WASHINGTON
BA, Graphic Design & Interdisciplinary Visual Arts
2002

EDMONDS COMM. COLL.
AA, Associate of Fine Arts
1999

SKILLS

- UI/UX design
- User research
- Usability testing
- Project management
- Journey Mapping
- Wireframing
- Responsive Design
- Information Architecture
- Page Patterns
- Responsive Design
- Heuristic Evaluation

- Accessibility
- Animation
- Native App Design
- Interactive Prototypes
- Developer Handoff
- Visual Design Systems
- Style Guides
- Data-Driven Prototypes
- Agile / Waterfall

DESIGN TOOLS

- Figma
- Zeplin
- Axure
- Sketch
- Miro
- Adobe XD
- Adobe Suite
- After Effects
- Invision
- Framer
- Principle
- Procreate
- Protopie
- Office 365

A.I.

- Cursor
- ChatGPT
- Gemini
- Leonardo.ai
- Midjourney
- Stable Diffusion
- Perplexity
- Claude

UX DESIGNER • POP AGENCY
Nov 2014 - Feb 2015 (Contract: Robert Half/The Creative Group)

- Led UX prototyping for Gates Foundation 2015 Annual Newsletter.
- Explored d3.js and HighCharts to support visual data storytelling.
- Created responsive component libraries and interactive mockups.

UX DESIGNER • DISNEY
Feb 2012 - Jun 2013 (Contract: Volt / VMC / CodeCraft)

- Designed Lean UX dashboards for Club Penguin managers and stealth venture web/mobile prototypes.
- Created infographics, personas, and animated deliverables for user testing and stakeholder approval.

UX DESIGNER II • MICROSOFT OFFICE 365
Jun 2008 - Aug 2010

- Led UX and prototyping for Wave 14 cloud admin and onboarding.
- Delivered Silverlight toolkit and executive-ready internal demos.
- Received Microsoft Gold Star Award for cross-functional UX vision work.

UX DESIGNER • MICROSOFT OFFICE LIVE
Jun 2006 - Jun 2008

- - Designed features for overall UI, Small Business including WYSWYG website builder, Workspaces, Member Center, Marketplace, Shopping Cart, and more.
- Delivered animated prototypes and UX toolkits for internal and partner use.

PRODUCT DESIGNER / ASSOCIATE UX DESIGNER • MICROSOFT OFFICE WORK ESSENTIALS
Feb 2005 - Jun 2006

- Created Office and SharePoint internal sites, toolkits, add-ins, and 100-level UX flows for multiple verticals and horizontals.
- Designed and demonstrated blue sky vision leading to an internal re-org.
- Prototyped tools for Project-to-PowerPoint, Calendar Views, and Redaction in Word.