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| 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. |  | 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. | | |
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| Contact  * [design@q10ux.com](mailto:design@q10ux.com?subject=UX%20Resume%20Inquiry) * [https://portfolio.q10ux.com](https://portfolio.q10ux.com/) * (206) 427-9129 * Bellevue, WA  EducationUNIVERSITY 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 |  | | |
| ExperienceSenior UX Designer • MicrosoftJan 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. | | |
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| SENIOR UI/UX Designer • T-Mobile Idea Labs / MKTGApr 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. | | |
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| Senior UX Designer • ATMOSFXMar 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. | | |
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| Senior UI/UX Designer • AT&T Experience planninGMay 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. | | |
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| UX Designer • POP AGENCYNov 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. | | |
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| UX Designer • DISNEYFeb 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. | | |
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| UX Designer II • Microsoft office 365Jun 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. | | |
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| UX DESIGNER • Microsoft office LIVEJun 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. | | |
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| PRODUCT DESIGNER / ASSOCIATE UX DESIGNER • Microsoft office Work essentialsFeb 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. | | |
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