Kham Udom

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Professional Summary

Front-end UI Engineer with a track record of creating intuitive, performant user interfaces that drive content creation, business outcomes, and streamlined development workflows. Skilled in scaling design systems and guiding technical design decisions across enterprise grade applications. Known for working cross-functionally with designers, product managers, and backend engineers to build accessible, reliable, and maintainable UI solutions. Brings a collaborative, flexible mindset and a strong sense of accountability to every project.

Technical Skills

- Programming Language: JavaScript, TypeScript, HTML, CSS, SASS, XAML
- Libraries & Frameworks: Astro, Lit, GSAP, React.js, Next.js , FAST, Fluent UI, Material UI
- Tools & Platforms: Vite, Storybook, Figma, GitHub, Azure DevOps, Node.js, Webflow, WordPress, Sanity, Vercel, Netlify, Cloudflare
- Best Practices: Accessibility (WCAG, ARIA), Responsive Design, Observability, Web Performance, Component Architecture, UI Testing, Design Systems

Professional Experience

Software Engineer

C+E CX Studio, Microsoft (Vendor) | Oct 2023 – Mar 2025

- Built a reusable design system using Lit Web Components to streamline development and ensure UI consistency across teams.
- Improved component discoverability and usability through a structured React Storybook implementation.
- Ensured ARIA-compliant accessibility and high-contrast support across all components.
- Worked cross-functionally with designers and engineers to deliver performant, intuitive user interfaces.
- Contributed to front-end best practices in accessibility, testing, and maintainability.

UX Engineer II

Web Experiences Prototyping Team, Microsoft | Dec 2021 – Nov 2022

- Developed interactive, high-fidelity prototypes using Web Components and TypeScript to validate new UX ideas.
- Worked cross-functionally with design and engineering to accelerate alignment in early product reviews.

- Ensured prototypes followed accessibility and performance standards to support informed product decisions.

UX Engineer II
Web Experiences Platform Team, Microsoft | Nov 2017 – Dec 2021

- Built core components for Microsoft Edge, News, and Shopping used across multiple product teams.
- Contributed to Microsoft's FAST design system and helped onboard teams adopting Fluent UI Web Components.
- Worked cross-functionally to identify UI improvements and align on scalable architecture.
- Led accessibility and UI performance initiatives to meet modern web standards.

Design Developer
Xbox, Microsoft | Dec 2012 – Nov 2017

- Developed performant UI for the Xbox Dashboard, supporting multiple console release cycles.
- Collaborated with designers and engineers to bring creative visions to life through interactive prototypes.
- Worked cross-functionally to ensure high-quality user experiences through every iteration.

Design Integrator
Windows Phone, Microsoft (Vendor) | Feb 2012 – Nov 2012

- Maintained design consistency across Windows Phone interfaces with a focus on accessibility and brand alignment.

3D Environment Artist
Amaze Entertainment | Aug 2002 – Feb 2011

- Created detailed 3D environments and interactive assets for cross-platform games.
- Contributed to creative direction through collaboration and iterative feedback sessions.

Key Contributions & Impact
- Content Creation & Workflow Tools: Built reusable component libraries and prototypes that accelerate product development and streamline content workflows.
- Enterprise UI Engineering: Delivered intuitive, production-ready UIs that scale effectively across teams and products.
- Cross-Functional Collaboration: Worked cross-functionally with UX, product, and backend teams to uncover business opportunities and refine product direction.
- Accessibility & Performance: Delivered reliable, accessible, and performant UIs guided by web standards and testing best practices.

- Creative Problem Solving & Mentorship: Supported teams through collaborative brainstorming, mentoring, and hands-on technical guidance.

Education

The Art Institute of Seattle
Associate of Arts, Computer Animation (1998 – 2000)