

Kham Udom

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Professional Summary

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

Technical Skills

Programming Languages:

CSS, HTML, JavaScript, TypeScript, XAML

Libraries & Frameworks:

Astro, Emotion, FAST, Fluent UI, GSAP, Lit, Material UI, Next.js, React.js, styled components

Tools & Platforms:

Azure DevOps, Cloudflare, Figma, Git, Netlify, Node.js, SASS, Sanity, Storybook, Vercel, Vite, Webflow, WordPress

Best Practices:

Accessibility (WCAG, ARIA), Component Architecture, Design Systems, Observability, Responsive Design, UI Testing, Web Performance

Professional Experience

Freelance

Nov 2022 – Present

- Designed and developed responsive websites and web apps for clients across industries, focusing on performance, accessibility, and user experience.
- Helped clients grow their online presence and achieve measurable business results by optimizing websites for SEO, improving site performance, and advising on effective digital marketing strategies.

- Translated client goals into efficient, scalable interfaces through clear communication, problem solving, and agile collaboration.
- Bring strong visual polish and interactivity, with a keen attention to detail, to each project through animation, component reuse, and thoughtful design decisions.
- Maintained high standards of code quality, documentation, and testing to ensure long-term maintainability.
- Demonstrated leadership and initiative when guiding clients and managing full project lifecycles.

Software Engineer

Microsoft (Contract) - C+E CX Studio | 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 Storybook implementation.
- Ensured ARIA-compliant accessibility and support for high-contrast themes across all components.
- Collaborated closely with designers and engineers to deliver performant, intuitive user interfaces.
- Contributed to front-end best practices in accessibility, testing, and maintainability.

UX Engineer II

Microsoft - Web Experiences Prototyping Team | 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

Microsoft - Web Experiences Platform Team | 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.
- Demonstrated a growth mindset by proactively identifying architectural improvements.

- Led accessibility and UI performance initiatives to meet modern web standards.

Design Developer

Microsoft - Xbox | Dec 2012 – Nov 2017

- Developed performance UI for the Xbox Dashboard, supporting multiple console release cycles.
- Collaborated with designers and engineers, bringing ambition and initiative to turn creative visions into interactive, high-impact prototypes.
- Translated creative designs into responsive and dynamic interfaces with strong attention to detail.
- Worked cross-functionally to ensure high-quality user experiences through every iteration.

Design Integrator

Microsoft (Contract) - Windows Phone | Feb 2012 – Nov 2012

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

3D Environment Artist

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

- Created detailed 3D environments and interactive assets for cross-platform games.
- Contributed to creative direction through collaboration, problem solving, 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)

- Focused on 3D modeling, animation, and digital storytelling — providing a creative foundation for building engaging, user-focused web and app experiences.