

Kham Udom

A design-minded front-end engineer who is focused on creating a fully accessible user interface and experience, from prototyping to production.

WORK EXPERIENCE

UX Engineer II - Web Experiences Prototyping Team

Microsoft • Dec 2021 - Sep 2022

- Collaborate with PMs and designers to help design and develop advanced web-based prototypes used to assist in research, exploration, and iterating on the UI and UX design.

UX Engineer II - Web Experiences Platform Team

Microsoft • Nov 2017 - Dec 2021

- As a collaborator on the FAST open source team, I contributed to developing and maintaining components using react and web component technology.
- Collaborated with the design team to build web components for multiple experiences for Microsoft Edge, Edge Shopping and Microsoft News.
- Focused on accessibility to make sure the components are aligned with the W3C ARIA standards. I also addressed the high contrast styles for the components in FAST, Fluent UI, Edge and the Chromium developer tools.
- Support the engineering team to help adopt and integrate the FAST and Fluent UI components.

Design Developer - Xbox

Microsoft • Dec 2012 - Nov 2017

- Create, contribute and iterate in developing and polishing the UI and UX experience on the Xbox Dashboard, from the launch of the Xbox One to the release of the Xbox One S/X.
- Collaborated with the Xbox Console Design teams to help them understand the product development capabilities and limits, to help generate a technically sound design.
- Collaborated with the Xbox Console Development team to convey the design team's vision.

Design Integrator - Windows Phone

Aquent - Microsoft Vendor • Feb 2012 - Nov 2012

- Addressed craftsmanship issues by helping align the UI in the product with the design on the Windows Phone 8

3D Environment Artist

Amaze Entertainment • Aug 2002 - Feb 2011

- Working closely with Producers and Designers to build, texture and light environments and objects in a 3D space for video games.

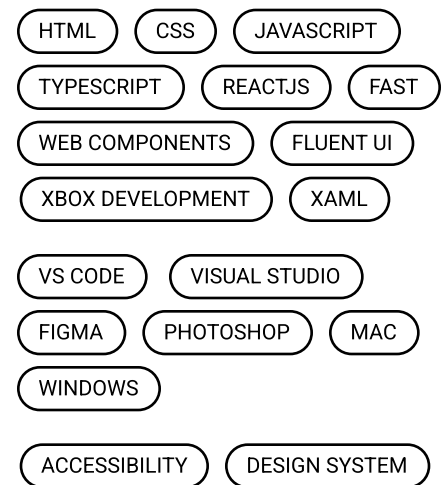
✉ khamudom@outlook.com

📞 206 422 2802

📍 Monroe WA 98272

🌐 [linkedin.com/in/khamudom](https://www.linkedin.com/in/khamudom)

SKILLS



EDUCATION

The Art Institute of Seattle

Seattle, WA • 1998 - 2000

Associate of Art,
Computer Animation

COMMUNITY PROJECT

Open source projects that I have contributed to.

FAST

[fast - design](#)

github.com/microsoft/fast

Fluent UI Web Components

[fluent-ui - web-components](#)

github.com/microsoft/fluentui

References are available upon request