

Kham Udom

A UX engineer that is passionate about design, animation and technology, which is constantly evolving. My goals are to build and implement accessible UI and user experiences through building components, prototypes, applications and websites.

WORK EXPERIENCE

UX Engineer II - Web Experiences Prototyping Team

Microsoft • Dec 2021 - Nov 2022

- Collaborate with PMs and designers to build advanced web-based prototypes used to help designers, engineers and user researchers explore and iterate on the UI and UX of the product.
- Build components using Web Component technology and implement them in a prototype to help the design team iterate on the future look and feel of the product.

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.
- Collaborate with design and engineering team to own, build and maintain Web Components for multiple web experiences for Microsoft Edge, Edge Shopping feature and Microsoft News feed.
- 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 within FAST, Fluent UI, Microsoft Edge and the Chromium developer tools.
- Support and assist developers within Microsoft and the open source community to help adopt and integrate the FAST and Fluent UI components.

Design Developer - Xbox

Microsoft • Dec 2012 - Nov 2017

- Create, contribute, iterate and own the UI and UX experiences on the Xbox Dashboard, from the launch of the Xbox One to the release of the Xbox One S/X.
- Collaborate with the console design team to champion the design and help them understand the product development capabilities and limits.
- Collaborate with the console development product team to convey the design team's vision. Pair program with the engineers, where I would focus on implementing or addressing bugs on the UI and UX, while they focused on the functionality of the product.

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.

✉ khamu@outlook.com

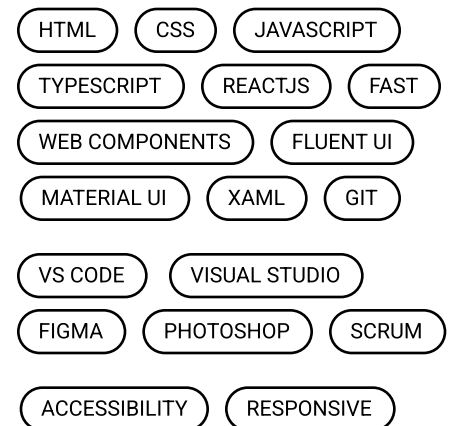
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SKILLS



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](https://github.com/microsoft/fast)

github.com/microsoft/fast

Fluent UI Web Components

[fluent-ui - web-components](https://github.com/microsoft/fluentui)

github.com/microsoft/fluentui