# ROB BARBER

SENIOR UX ENGINEER

## CONTACT

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## PROFILE

I am a software developer with more than 20 years of industry experience. My experience ranges from design, front end development and some backend experience.

## EXPERIENCE

**Microsoft | Apr 2005 - Dec 2022**

From 2005 until the end of 2022, I worked for Microsoft in a variety of roles on a variety of teams. I started as product designer but then in late 2005 moved into a software development engineer role for the Bing search team. After 8 years as an SDE, I spent 7 years as a prototyper for the Bing design, followed by 2 years as a UX engineer for the Edge experiences team.

### SENIOR UX ENGINEER

**Edge experiences team | Jun 2020 - Dec 2022**

- Created custom web components such as text-field, number-field, carousel and calendar components for the Microsoft FAST and FluentUI open-source libraries using Git, Node, and TypeScript.
- Built and managed web component templates for article cards, news carousel and page layout navigation for the Edge new tab page and Windows 11 news feed.
- Enhanced accessibility with Aria and custom keyboard navigation for WCAG 2.1.
- Created a custom proxy server in C# and hosted as a Azure web service to serve customized MSN content across domain.

### SENIOR UX ENGINEER

**Bing design prototyping team | Dec 2013 - Jun 2020**

- Owned Bing Covid tracker's News and Video feed page, built with C#, MVC, React, TypeScript, Redux, Sass, and Azure DevOps.
- Fixed UI bugs in Bing for Business using C#, React, Redux and Azure DevOps.
- Created Figma plugins for redlines and importing Bing content using TypeScript, Bing rest API, and Selenium server.
- Designed a prototyping platform for Bing and Windows using Node, Webpack, React, Redux, Sass, and Electron.
- Created python code for scraping web content for bundling content for offline use in prototypes.
- Designed and built a dashboard in Angular and D3.js that used C# and Golang to parse IIS server logs.
- Built a IE plugin using C++ for getting feedback for remote usability studies.

### SOFTWARE DEVELOPMENT ENGINEER

**Bing CoreUX team  | Sep 2005 - Dec 2013**

- As technical lead for the Bing homepage and page framework teams, I maintained and delivered features such as full-page videos and news tiles.
- Worked on porting legacy C++ pages over to C# MVC.
- Championed a  server side CSS preprocessor to improve consistency, developer productivity, and maintainability.
- Owned search experiences and new features for Xbox, iPad, and tablet surfaces.
- Owned Bing search features: speller, auto correct, and advanced search which were developed in C++.

### PRODUCT DESIGNER

**MSN Shopping  | Apr 2005 - Sep 2005**

- Created seasonal shopping guides using Adobe PhotoShop which included sourcing stock photography, creating banners and customizing colors and typography to match seasonal themes.
- Built a custom web tool in JavaScript for creating HTML news letters.

### ART DIRECTOR

**Cardhaus Games  | Sep 2002 - Apr 2005**

- Developed new branding and design guidelines for all web and print materials including logo redesign, letter heads, business cards.
- Managed all the print and package design in Adobe PhotoShop and Illustrator for Cardhaus Games which included flyers, brochures, magazine advertisements, packaging, and product design.
- Designed the graphics and UI for the Cardhaus web site and it's affiliated websites, Global Games Distribution and Players Choice Accessories.
- Developed a custom CMS in PHP and MySQL for Cardhaus.com and its affiliated sites to aggregate contextual news, content, and automate SEO optimizations.

# EDUCATION

**The Art Institute of Seattle**
1998 Computer Graphics

# CERTIFICATIONS

**AWS Certified Cloud Practitioner**
https://www.credly.com/badges/6854c175-0057-459b-b55a-e8b5e0427a00/

**[PCEP-30-02] PCEP – Certified Entry-Level Python Programmer**
https://www.credly.com/badges/cbe085fa-4676-480b-a38b-9e6892723edd