



Vesa Rautiainen

Product Designer

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PROFILE

Product designer with end-to-end experience turning complex problems into intuitive, user-centered solutions. I combine UX, product thinking, and developer skills to transform ideas into polished digital experiences. I love applying my skills for practical impact while continuously improving my processes through tooling, automation, and AI.

DESIGN SKILLS

Design thinking, Conceiving, User flows, Prototyping, Design systems, User research, AI UX, Accessibility

TOOLS

Figma, Sketch, Framer, Photoshop, Lightroom, GIMP

PROGRAMMING

Javascript / Typescript, HTML, CSS, Qt QML, C++, Symbian, Git, GitHub

EXPERIENCE

Principal Designer, Microsoft

Aug 2021 - Oct 2025, Remote

- Designed AI-powered features for Visual Studio developer tools, including code editor, debugging, diagnostics, version control, and many others.
- Developed AI design guidelines and drove their adoption across technical feature teams.
- Mentored multiple Developer Division designers and led peer mentoring groups.

Senior Designer, Microsoft

Aug 2017 - Sep 2021, Remote

- Designed and improved developer workflows in Visual Studio: Code editor, Pull requests, Integrated Terminal, IntelliCode (AI), Find in Files, Settings, and many others.
- Re-designed complex version control UX. Work included tens of user interview and tests, data analysis, design iterations and strong cross-team collaboration.
- Created Figma component libraries and helped maintain the design system.

Lead Interaction Designer, Canonical Ltd

Jul 2014 - May 2017, London, UK / Remote

- Recruited and led prototyping team of three that sped up design, user testing and implementation work and improved in-house communication.
- Multi-form-factor UI platform for phones, tablets and desktops. Responsibilities included UX and information architecture design, touch gestures, transitions, and animations.
- UX design and prototyping of core Ubuntu UI features such as indicators, Launcher, multi-display support and multi-workspace support.

User Experience Prototyper, Canonical Ltd

Nov 2011 - Jul 2014, London, UK

- Hi- and Lo-fidelity prototyping of Linux-based mobile operating system and core applications.
- Implemented the initial code base for the Ubuntu Phone (mobile OS) demo release (CES 1/2012).
- Successful execution of Ubuntu Phone Application switcher which gained positive recognition throughout the company and the Ubuntu community.
- Organised in-house prototyping training with Qt QML.

Senior Software Engineer, Nokia Corporation

Aug 2009 - Nov 2011, Tampere, Finland

- Camera application development for Nokia 808 camera phone using Qt QML and Qt C++.
- Led architecture work for shared data model integration between Camera and Gallery applications.
- Acted in software committer role (trusted gate keeper) in agile SW development process.
- Essential role in making the product that was awarded: "Best New Mobile Handset, Device or Tablet at Mobile World Congress 2012"

Design Engineer, Nokia Corporation

Oct 2005 - Aug 2009, Tampere, Finland

- Multimedia application development using Symbian C++
- UI toolkit development using Qt QML and Qt C++. Responsible for component architecture, API design, and unit testing.
- Agile scrum master.

EDUCATION

Master of Science - Electronic Engineering, Tampere University of Technology

1998 - 2007, Tampere, Finland

LANGUAGES

Finnish (Native) English (Professional proficiency)

PERSONAL

Photography enthusiast. Flickr : <https://www.flickr.com/photos/vprphotos/>

Pyhä Slalom Registered Association - Board member, webmaster

Pyhäjärvi Lake Care Association - Board member

REFERENCES

References available upon request.