

Wil Voss

SENIOR INTERACTION DEVELOPER/DESIGNER

Working alongside a stellar team of strategists, designers, engineers and industry leaders while solving complex IA and UX problems is, for me, a dream come true.

Skills and Technologies

HTML5/CSS3

AngularJS, JavaScript, jQuery, C#

Sketch

Adobe Photoshop, Adobe Illustrator

Patents

User Interface Indirect Interaction (MS #334645.01) - covers touch and multi-touch indirect interface manipulations.

Predicting Per Day Stress Based on User Band and Cortana Data (MS #330600.01)

Display Screen with Animated Graphical User Interface (358777-US-DP, 358775-US-DP, 358773-US-DP, 356769-US-DP, 358778-US-DP, 358772-US-DP, 358776-US-DP, 358774-US-DP)

History

MICROSOFT (2014 - Present)

Title: Senior Interaction Designer

Responsibilities: 20% of my time is spent officially managing and supporting two excellent interaction designers in the Microsoft Health division under Microsoft Research. The rest of my time is spent on interaction design, rapid prototyping, strategy development, conceptualization, UX design, UX research, web development, and consultation for touch and multi-touch UX and UI explorations.

Over the past 3 years, I helped bring multiple products to market by providing both rapid and high-fidelity prototypes that facilitate creative incubation, rapid iteration, user research, and critical stakeholder demonstrations. I drove the design and implementation of features on the Microsoft Band team including the Music Controls, the What's New tile, and upcoming features for our partnership with Uber. On the Microsoft Health team, I helped define both the Microsoft Health web dashboard and mobile application information architecture. I also created strong prototypes that served both as iterative design surfaces as well as final specifications for our development and program management teams. My partnerships with multiple internal and external organizations helped generate both business growth and opportunity.

ALLOVUS, FILTER, SRI (2010 - 2014)

Title: Senior UX Designer/Developer

Clients: Microsoft Personal Devices, Xbox, Microsoft Hardware UX, Twist, Charles Schwab, Oracle, Captaris

Responsibilities: Provided critical insight for leadership, informed pivotal design changes, and sped the discovery and resolution of systemic and conceptual weaknesses. In turn, our team and our partners were strengthened in vision and presentation as well as buttressed by infusions of funding and support. My experience provided a solid, in-depth counterpoint for designers and project leaders that spanned concept ideation, development issue-forecasting, the distillation of unnecessary complexity, along with consistent, critical, and useful guidance.

GREENRUBINO (2003 - 2010)

Title: Web Designer/Developer

Clients: Microsoft, Washington Wine Commission, Washington Tourism, Ryan Swanson Law

Responsibilities: Developed prototypes, front-end and back-end solutions for web sites, online advertising campaigns, and interactive applications. Consistently generated high-quality work, on-time and within budget, which helped our interactive team grow in confidence and ability. This, in turn, freed our account managers to pursue bigger and more challenging projects. I was an integral part of a great team that helped grow a fledgling department into an important, thriving division of the agency business.

References available upon request.

LinkedIn: <http://www.linkedin.com/in/wilvoss>