Wil Voss

SENIOR UX DESIGNER/ENGINEER

Founder/Lead Designer & Developer - BIG TENT GAMES (2020 - Present)
Founded independent game studio, leading complete product lifecycle from UX design through development and launch. Integrated AI tools for development acceleration and content generation, creating "Facets" word game with AI-generated daily puzzles.

Lead UX Designer - SUPLARI (2023 - 2024)
Spearheaded UX initiatives with cross-functional teams, launching new features and revamping core UX. Guided marketing website redesign and presented design concepts securing six-figure strategic partnership.

Staff Product Designer, Growth - IMPIRA (March 2022 – December 2022)
Led product growth design for AI/ML applications. Improved activation adoption by 15% and lifted critical funnel conversions by 8%+ each through user research, prototyping, and iteration.

Senior UX Designer - MICROSOFT (2014 - 2021)
Managed interaction designers in Microsoft Health division. Delivered rapid and high-fidelity prototypes for Microsoft Band and Health teams. Co-authored multiple patents for innovative UI interactions with senior engineering leads.

UX Consultant - ALLOVUS (Intermittently since 2010)
Provide UX design, prototyping, and strategy for various clients. Collaborate with leadership to generate product insights and design improvements.

Skills and Technologies
Figma, React.js, JavaScript, Vue.js, HTML5/CSS3, Adobe Creative Suite

Patents
8 UI/UX patents including User Interface Indirect Interaction and health data visualization

References available upon request.
LinkedIn: http://www.linkedin.com/in/wilvoss