

Caitlin Donahue

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caitlin-donahue.com

Technical Skills

Proficient in Figma, DevOps, Teams, Illustrator, User Experience, Invision, Acrobat and InDesign

Familiar in User Testing, Adobe xD, Digital Photography, Principle, InDesign, Photoshop, and Acrobat

Education

General Assembly

November 2018–January 2019

User Experience Design Course

University of Washington

September 2011–June 2015

BDes in Visual Communication Design

References

Joe Hallock

johall@microsoft.com

Gary Anderson

ganders@microsoft.com

Experience

Microsoft / UX Designer

Redmond, WA: April 2022–Present

Strong designer on the WXC design team for Clarity, responsible for maintaining high standard UI patterns across our studio and Microsoft. Think creatively, solve problems to be able to communicate effectively with users, stakeholders, and team members.

Microsoft [Contract] / UX Designer

Redmond, WA: May 2021–April 2022

Partnering closely with a team of designers, researchers, program managers, and front-end developers to improve the Microsoft Advertising platform, specifically within our payment platform. Responsible for UI spanning across XPay, including but not limited to Edge shopping, account management, and payment methods.

HP / Interaction Designer

Lake Stevens, WA: October 2020–May 2021

Collaborate with the TechPulse and Veneer team to design a seamless customer experience. Concentrating on Veneer 3, HP's new design system. Work with project managers and team leads to understand goals and facilitate practical, well designed solutions.

Microsoft / Designer

Redmond, WA: November 2019–September 2020

Work with the Azure Mobile team to create strong visual and interaction designs. Collaborate with developers, engineers, and project managers to create amazing experiences for customers on Android. Collaborate with various teams across Azure Framework to create high-quality icons and illustrations. Managed the scope of work to align with both Microsoft and Azure guidelines.