



QUENTIN LITTLE

SENIOR UX / PRODUCT DESIGNER

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DESIGN TOOLS

Figma / Figjam
Axure RP / Prototipe / Framer
Principle / Invision
Adobe CC + XD
Sketch + Zeplin
Procreate
Atlassian JIRA
Office 365

SKILLS

UI / UX design
User research
Heuristic Evaluation
Journey mapping
User Flows
User Diagrams
Sketching + whiteboarding
Wireframing
Responsive Design
App Design
Personas
Page Patterns
Pixel-Perfects
Accessibility
Animations
Dev spec handoff & collab

PROFILE

I am a senior UX/product designer who can enter complicated systems, make the structure legible, prototype the future state, validate it with users and stakeholders, and translate the result into buildable patterns. The work spans enterprise administration, telecom commerce, e-commerce, connected/TV experiences, data-rich prototypes, and emerging interaction models.

EXPERIENCE

2024

SENIOR UX DESIGNER • MICROSOFT

(Contract: ZEN3/Tech Mahindra)

- Redesigned and refreshed internal Microsoft services' Unified Action Tracker, a multi-tenancy creating/tracking approvals and business-process flows.
- Applied Microsoft Coherence and Fluent 2 design systems to standardize legacy experiences across color, layout, typography, and interaction patterns.
- Mapped scenario flows and service handoffs, delivering detailed layouts, assets, and interactive prototypes to improve cross-service consistency.

2019-2021

SENIOR UI/UX DESIGNER • T-MOBILE IDEA LABS/MKTG

(Contract: Vybrant / Lancesoft)

- Designed and tested prospect-facing desktop and mobile experiences across Plans Comparison, Store Locator, How to Switch, and T-Mobile for Business.
- Produced user stories, detailed wireframes, journeys, workflows, interactive prototypes, animations, and implementation specs for customer experiences.
- Explored omni-channel concepts spanning AR/VR, Siri/Google/Alexa voice assistants, chatbots, Apple Pay, and gamified mobile interactions.
- Led journey-mapping workshops with internal teams and subject-matter experts to explore and validate opportunities in new industry verticals.
- Contributed to a remote unmoderated mobile Plans usability study with 20 competitive customers, identifying discoverability, pricing-comprehension, comparison, and scrolling issues that informed design opportunities.

ARTIFICIAL INTELLIGENCE

ChatGPT
Gemini
Google NotebookLM
Leonardo.ai
Midjourney
Stable Diffusion
Perplexity
Claude

CODE

HTML5
CSS3
JavaScript
jQuery
Ruby on Rails
Objective C+
Silverlight
SharePoint SOAP

IDE

Sublime Text
Codex
VS Code + Roo
Loveable
Replit
Bolt
Github Copilot
Google Antigravity
Claude Code
Cursor
Windsurf
Terminal (Kitty)
Grok

2016 - 2018

SENIOR UX DESIGNER • ATMOSFX

- Led end-to-end UX for AtmosFX's Shopify e-commerce redesign, restructuring IA, search, collections, filters, PDPs, compatibility guidance, bundles, cart, and checkout.
- Built advanced responsive Axure prototypes and drove weekly stakeholder reviews and design buy-off through implementation.
- Designed UX for AtmosFX's connected-TV/media-player platform, including onboarding, navigation, playlists, settings, reusable page patterns, and style guides for a custom Android TV OS.
- Designed internal tools including the Media Distribution Platform for downloadable product content.
- Led visual brand design work and improved design-to-development production workflows using Sketch and Zeplin.

2015

SENIOR UX DESIGNER • AT&T EXPERIENCE PLANNING TEAM

(Contract: Slalom)

- Designed International Roaming and myAT&T promotional experiences using personas and customer-centered discovery to connect product requirements with customer needs around three established personas.
- Researched, visioned, wireframed, prototyped, and tested future desktop and mobile concepts using AT&T's internal iRise environment.
- Created executive journey maps showing customer behaviors and attitudes across the product lifecycle.
- Delivered information architecture, taxonomy, navigation, interaction patterns, wireframes, and prototypes for stakeholder review and implementation.

2014 - 2015

UX DESIGNER • POP AGENCY

(Contract: Robert Half/The Creative Group)

- Led UX prototyping for the Gates Foundation 2015 Annual Newsletter, exploring contemporary web technologies and data-visualization approaches including HTML5, CSS3, jQuery, D3.js, and Highcharts.
- Created responsive desktop/mobile component libraries and full-page prototypes spanning navigation, video, pull quotes, galleries, social sharing, polls, calls to action, closers, and citations.

- Worked across sketching, whiteboarding, moodboarding, information architecture, content inventory, typography, motion, interaction design, and developer handoff.

2012-2013

UX DESIGNER • DISNEY

(Contract: Volt / VMC / CodeCraft)

- Designed Lean UX concepts for Disney internal/startup initiatives, including interactive web/mobile prototypes and manager-reporting dashboards.
- Created interactive Keynote and Axure prototypes, infographics, personas, use cases, wireframes, and prototypes for user research and stakeholder review.
- Designed tiered reporting dashboards using JIRA reporting and JQL data.

2008-2010

UX DESIGNER II • MICROSOFT OFFICE 365

- Led UX and prototyping for an E-2-E Office 365 executive vision spanning discovery, signup, trial/buy, user setup, licensing, and cloud migration.
- Gathered requirements and integration considerations across 7-8 product managers representing existing and prospective services in a siloed cloud-product environment.
- Worked through daily reviews with senior leadership, product management, and user research while designing for IT/Admin, information-worker, business-decision-maker, and partner personas.
- Produced a roughly 130-page IT Admin Console vision deck, and an interactive Silverlight prototype for demonstrations at trade shows and conferences.
- Received a Microsoft Gold Star Award for the cross-functional vision work.

2006-2008

UX DESIGNER • MICROSOFT OFFICE LIVE

- Designed experiences across Office Live Small Business, including the WYSIWYG website builder, Workspaces, Member Center, Marketplace, Shopping Cart, and related product surfaces.
- Created animated prototypes and UX toolkits for internal teams and partners.

2005-2006

PRODUCT / UX DESIGNER • MICROSOFT OFFICE WORK ESSENTIALS

- Created Office and SharePoint internal sites, toolkits, add-ins, and foundational UX flows spanning multiple vertical and horizontal scenarios.
- Designed and demonstrated a blue-sky product vision that contributed to an internal reorganization.
- Prototyped concepts including Project-to-PowerPoint, Calendar Views, and redaction workflows in Word.

AWARDS

2010

MICROSOFT OFFICE 365

Gold Star Award for Excellent Work

EDUCATION

2002

UNIVERSITY OF
WASHINGTON

BA, Graphic Design & Interdisciplinary
Visual Arts

1999

EDMONDS COMMUNITY
COLLEGE

AA, Associate of Fine Arts & Sciences