William Do | Senior UX Engineer

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Microsoft ODSP | Senior UX Engineer & Design Developer II | December 2015 to Present

UIFabric Android – Open Source Android Controls for Office

- Worked closely with partner team designers to build and maintain various controls for this open source project such as BottomSheet, DateTimePicker, CalendarView, Tooltip and DrawerDialog. This included responding to partner team and community requests as well as assisting in integration.
- Implemented a solution for custom styling that allows a consuming application to apply unique themes to controls different from that of the hosting application.
- Collaborated with team members on the code quality and stability of Fabric Android through peer review of code.
- Developed accessibility solutions for custom views as well as made standard views more friendly to vision impaired users.
- Leveraged FHL weeks to experiment with motion for various controls. This provided me with the opportunity to not only play with adding delight to the project but to also examine the performance implications of animating views.

SharePoint Android

- Worked with SharePoint Android engineering, design and PM to polish and align UI to design specifications for SharePoint experiences including new IA, news authoring, bookmarking, and search.
- Contributed to the visual stability of the application through UI refinements and bug fixes, improving the experience and interaction.
- Collaborated with PM, design and engineering to generate tasks and backlog items to drive improvements in the application.

OneDrive Android

- Developed an alternate upsell feature to test whether users were more likely to purchase a premium plan with a scrolling list of premium features rather than with paging interaction.
- Created ramps and implemented telemetry within the application to test user interaction, receiving valuable data from users informing the team of the effectiveness of experiments.
- Communicated with PM and design to ensure feature development aligned to design specifications as well as addressed scope changes and accessibility issues for the vision impaired and RTL languages.
- Implemented a purchase success experience with a particle confetti library to celebrate the purchase of subscriptions, testing whether delighting the user would help with retention.
- Made improvements to .apk size by switching builds from generating .pngs from vectors to using the vectors natively.

Web React Prototypes

- Created a spoof OneDrive Web application leveraging Fabric React to help model user interaction in a simple environment free of the weight of the actual codebase allowing developers agility in creating studies for research and to quickly respond to shifting ideas as well as designs.
- Developed a high-fidelity prototype for a new Office file sharing experience. This was a close collaboration with research and design utilizing user studies to quickly iterate over interaction concepts and implementations. The code base of this prototype was polished for production and now serves as the file sharing experience throughout Office 365.
- Worked with design, research and users to prototype a new file permissions experience that is utilized today in OneDrive.

- Coded an experimental version of OneDrive Web showcasing Fluent motion principles for Build 2017, inspiring conference goers and serving as an aspirational target for implementation in product.
- Created the prototype that would become SharePoint Home. This not only showed the way forward in terms of user experience but also pioneered the usage of ReactJS in the organization.

OneDrive and SharePoint Web
- Contributed to Fabric React, building controls and peer reviewing code.
- Polished front end making sure user interfaces aligned to design and interaction specifications.

Microsoft ODSP (Allovus Design) | UX Developer Vendor | July 2015 to December 2015
- Created animations and translated motion comps into CSS3 for the drag and drop feature of OneDrive.
- Coordinated with the OneDrive and SharePoint engineering teams to discuss feature implementation strategies as well as to review and integrate code additions.
- Contributed to Microsoft's open source front-end framework, Fabric, creating components, bug fixing, responding to community inquiries as well as reviewing code and approving Github pull requests.
- Refined animations and code implementations of designs for OneDrive, SharePoint and Fabric.

Freelance Interactive Developer | January 2014 to July 2015
- Collaborated with several creative agencies on motion driven projects for Sony Pictures, Amazon and Hawaiian Airlines.
- Created interaction and animation concepts for websites and web applications as well as executed those concepts utilizing the latest web standards.

APhotoFolio.com | Web Application Developer | February 2010 to December 2013
- Worked in a small team to engineer a web application that allowed users to easily create portfolio websites.
- Contributed in the planning and design of the user experience for the application editor interface.
- Partnered with lead team members to architect and program a content management system and backend services that enabled users to upload, organize and update text, photo as well as video content for their websites.

Level Studios | Senior Interactive Developer | May 2009 to January 2010
- Developed rich motion driven web applications and sites for clients such as Monster Energy Drinks, Epson and Namco.
- Programmed product configuration tools for BlackBerry and other clients.

Big Interactive | Senior Flash Developer | August 2007 to April 2009
- Architected and coded immersive experiences in Flash for FX Networks, Anheuser Busch, Honda and Busch Gardens.
- Provided consultation and insight to project managers regarding level of effort and technological possibilities to generate accurate estimates and possibilities for clients.

Sony Pictures Imageworks Interactive | Flash Developer | September 2006 to August 2007
- Reduced bugs and development time by creating code libraries for visual effects, motion and video.
- Mentored junior developers and designers in code standards and best practices as well as programming methodology by providing training, documentation, and support.

Skills: Kotlin, Java, Android, Typescript, ReactJS, HTML, CSS, JavaScript, Adobe CS