



**Donn Vey**  
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## **EDUCATION**

The Art Institute of Seattle, Bachelor of Fine Arts - Graphic Design, December 2010  
Bellevue Community College, Associates of Arts and Sciences, June 2007

## **SKILLS**

Photoshop | Illustrator | InDesign | XAML | Acrobat | Dreamweaver | Front End UI | FreeHand MX | Word | Excel | User Experience | PowerPoint | Splash Development Language | Visual Studio | Product Studio | CodeFlow | Source Depot Browser | HTML & CSS | Blend | Prototyping | UWP | Windows 10 | Leadership | Omnigraffle | Google SketchUp | Mobile UI Development | Mobile UI Prototyping | Mobile UI Design | Reflowable UI | Scalable UI | UX Design | Interaction Design | Basic C# | Accessibility

## **WORK HISTORY**

### **Microsoft (Through Aquent) – Design Developer February 2017 - Present**

Working hand in hand with design to rapid prototype their vision. | Providing guidance to developers and design as to what is possible in the platform. | Bridging the game between Design and Development. | Using extensive knowledge of the platform and accessibility to call out design issues and offer viable solutions when needed. | Advocate for design and helping prove that their vision is a possibility, and helping developers understand the best way to make this happen.

### **Microsoft (Through Aquent) – Technical Lead Design Developer December 2015 - February 2017**

Worked heavily with designers to help land their design by creating functional prototypes with production code, which was reusable for engineering. | Worked closely with design to make apparent any issues current designs might run into within the platform, as well as certain scenarios that might have been overlooked (Such as High Contrast, Large Text Mode, Narrator, Keyboard Focus, and any other accessibility functionality that needs to be included). | Managed a team of design developers and worked closely with each of them to make sure goals were met. | Load balanced every design developers work load when necessary to make sure the right prioritizations were in place. | Created tracking and reporting measures to help gauge effectiveness of our team. | Constantly looking on how to improve team efficiency, while keeping morale high. | Seeking out challenges within my team, and presenting multiple ways to tackle this and turn it into opportunities. | Finding ways to streamline productivity by creating and implementing new processes. | Identifying areas that require additional resources and investigating as to the cause. Then presenting solutions to help fix issues that are a result of this. | Previous Design Developer role also included in this role.

### **Cyber Kazoo Marketing – UX Designer January 2015 - Present**

Designing personal websites for real estate agents based within the US and Central America. | Working within strict time and budgetary constraints, as well as within limited technology, while creating beautiful, high end sites that excited our clients and worked well for their needs | Constructing user interactions within the site as well as designing with mobile and desktop in mind. | Managing time and workload while juggling multiple projects at once. | Creating custom templates for Cyber Kazoo so they could offer a lower cost tier to clients.

### **Microsoft (Through Aquent) – Design Developer March 2014 - December 2015**

Used XAML and C# to create working prototypes using production code to help land designs. | Working on Windows 10 UWP projects (Windows Store, MVR Store, Feedback Hub, Photos, People, Groove Music) as well as working on Windows 10 Shell areas. | Deeply integrated myself into the development and design teams to both influence and drive decisions on process and development, and maintained constant communication throughout the lifespan of the projects. | Took over running the Services Design Development team, covering variety of UWPs. | Became a mentor and teacher to other Design Developers on the Services team, and became a leader that could be counted on to drive projects to completion the smoothest way possible. | Ensuring design vision among Windows and Windows apps. | Ensuring the quality of the product not only meets design expectation, but the expectation of our engineering partners and managers. | Guiding the engineers on the best, most performant ways to write their front end code.

**ADP Cobalt (through Insight Global) – UX Designer****November 2013 - March 2014**

Responsible for creating website assets for car dealerships around the country specializing in Volkswagen. | Working with dealers to understand their needs for assets and websites. | Creating custom website wireframes and comps for dealership groups such as Sewell and OEM manufacturers.

**Microsoft (through Aquent) – Design Developer for XBOX ONE****December 2012 - November 2013**

Learned and worked in XAML. | Solely Responsible for my area within the Xbox One UI. | Responsible for working with designers and developers to solve complex problems, while keeping the desired design pixel perfect. | Built complex animations using a combination of Expression Blend and hand coding with XAML. | Examined developer UI code and edited it, or tore it out and rebuilt the UI from scratch. | Built the UI in XAML for the Out Of Box Experience (OOBE) for Xbox One.

**Microsoft (through Aquent) – Design Integrator for Windows Phone****March 2012 - November 2012**

Learned and worked in a proprietary language similar to XAML know as Splash | Fixing complex problems in the UI front end code. | Responsible for going through every screen within my area making sure they look pixel perfect by design spec. | Communicating and problem solving with Developers and Designers by what is possible versus what is desired. | Verifying changes on a virtual device, and following the proper channels to check in changes.

**Imprev Inc – Graphic Designer****February 2011 - March 2012**

Creating layout templates in Photoshop, Illustrator, and Freehand for Real-Estate clients such as RE/MAX, Keller-Williams, Better Homes and Gardens, Royal LePage, and others. | Creating files with every possible photo and typographical use in mind, while still maintaining good design.

**Tully's Coffee – Graphic Designer****April 2009 - February 2011**

Creating signs, coupons, stickers, posters, brochures, tumblers, menu boards and other pieces of art for in store use. | Responsible for tracking projects as well as pre-production work. | Responsible for contacting printers and maintaining printer relationships.

**REFERENCES**

Brandon Thomas | brandth@microsoft.com – Design Developer Lead FTE

Cara Tyler | caraty@microsoft.com – Senior Program Manager Lead

Michael Ruddick | mirudd@microsoft.com – Senior Design Developer

Lindsey Barcheck | lindsb@microsoft.com – Interaction Designer II

K.C. Sullivan | ksulliv@microsoft.com – Designer II