

Kendra Howe

UX and product designer with 5+ years of experience designing complex, scalable digital experiences for enterprise and developer audiences. Experience spans design systems, accessibility, AI-assisted workflows, and developer-facing tools. HTML/CSS fluency helps bridge design and engineering, turning ideas into polished, production-ready experiences.

EXPERIENCE

UX DESIGNER · MICROSOFT GLOBAL EVENTS

DEC 2025 - JUL 2026

Microsoft (Contract) / Remote

- Modernized **20+ experiences** across Microsoft's global events platform, translating fragmented legacy requirements into reusable patterns and shared product logic within an evolving enterprise design system.
- Architected component, lifecycle, and state models across sessions, scheduling, meetings, sponsors, messaging, attendee experiences, and AI-assisted workflows, creating a consistent foundation for responsive behavior and content variants.
- Built a **product-to-system decision framework** using purpose, hierarchy, interaction, state, responsiveness, and accessibility to determine when requirements should be reused, configured, composed, extended, or constrained, accelerating design-to-engineering decisions.
- Partnered with engineering, design-system owners, and product stakeholders to resolve system gaps, edge cases, and responsive implementation constraints before handoff.
- Delivered implementation-ready specifications covering component anatomy, state logic, responsive behavior, accessibility, product-specific variations, and QA.

UX DESIGNER · MICROSOFT ENGINEERING TOOLS

FEB 2024 - SEP 2025

Microsoft (Contract) / Remote

- Led the end-to-end redesign of the Visual Studio Marketplace compliance experience, contributing to **70% certification adoption across 10,000+ organizations within 90 days**.
- Designed contextual AI-assisted test-planning workflows, with modeled task analysis indicating a **55–75% reduction in planning effort**.
- Translated complex engineering and accessibility constraints into **WCAG 2.1 AA-aligned** interaction patterns, partnering directly with engineering and accessibility specialists on keyboard navigation, focus management, and screen-reader behavior.

UX / WEB DESIGNER

JUN 2021 - JAN 2024

AcrobatAnt / Remote

- Drove a **30% increase in donations** through an end-to-end UX redesign for a national STEM alliance.
- Owned responsive experience design from information architecture through production handoff, partnering closely with developers on interaction and implementation.
- Produced sitemaps, user flows, prototypes, and production-ready designs across multiple client engagements.

EDUCATION

TULSA TECHNOLOGY CENTER

Visual Design & Communication

SKILLS & TOOLS

Product Design · Enterprise UX · Design Systems · Complex Workflows · Interaction Design · AI Product Design · Accessibility / WCAG · Figma · Figma Make · Claude · Cursor · HTML/CSS · Developer & Engineering Tools