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Kendra Howe

Product Designer with 5+ years of experience specializing in enterprise UX, design systems, developer tools, AI-enabled workflows, and accessibility. Combines systems thinking, research, and front-end fluency to deliver scalable, intuitive product experiences.

EXPERIENCE

UX & Product Designer · Microsoft Global Events — Dec 2025 - Jul 2026
Microsoft (Contract) / Remote

- **Drove enterprise design system adoption across 20+ product surfaces**, auditing legacy patterns, identifying system gaps, and standardizing reusable interaction patterns.
- Defined **component and interaction models** across complex event workflows, including a four-state lifecycle model for session experiences.
- Developed a **product-to-system decision framework** using hierarchy, interaction, state, responsiveness, and accessibility to guide component reuse, configuration, composition, and extension.
- Reduced one-off solutions and **accelerated design-to-engineering decisions** through systematic component evaluation and collaboration with engineering, product, and design system owners.
- Delivered **implementation-ready specifications** covering component anatomy, state logic, responsive behavior across three breakpoints, accessibility, product-specific variations, and QA.

UX & Product Designer · Microsoft Engineering Tools — Feb 2024 - Sep 2025
Microsoft (Contract) / Remote

- Led the Visual Studio Marketplace compliance UX redesign, helping **70% of extensions reach certification 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**.
- Conducted **user interviews and usability testing** with administrators, engineers, and compliance reviewers to inform risk-based triage and trust models.
- Defined **WCAG 2.1 AA-aligned interaction patterns** for complex hierarchical interfaces with interconnected dependencies, partnering with engineers 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 web experiences and interactive prototypes**, partnering with clients and developers from information architecture through production handoff.

SKILLS & TOOLS

Product Design · Design Systems · Enterprise UX · Interaction Design · User Research · Usability Testing · Visual Design · Accessibility (WCAG) · Human-AI Interaction · AI Prototyping · Developer Tools · Information Architecture · Figma · Figma Make · Claude · Cursor · HTML/CSS · Adobe Creative Cloud

EDUCATION

Tulsa Technology Center · Visual Design & Communication