

BRUCE BENSON // UI/UX/Visual/Product Design

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RECENT EXPERIENCE

Microsoft 365 Commerce

Product Designer • Sep 2019 - Jan 2020

As part of the Microsoft 365 Admin Center Commerce Team, I primarily worked on designing workflows, building prototypes, and participating in or leading user testing. The work on this team focused on B2B software asset management, including licensing and usage management, billing and invoicing, and post purchase product management.

Xbox Game Pass/Azure Playfab

Product Designer • Oct 2018 - Apr 2019

As a part of the Xbox Design Studio I worked on both Xbox Game Pass, an on-demand video game subscription service with mobile and desktop native apps, and Azure Playfab, a DevOps service for game studios. A majority of my time was spent auditing and consolidating UI/UX patterns and creating shared design libraries for both designers and developers.

T-Mobile Digits

UX Designer • May 2018 - Sep 2018

Tasked with creating IA, workflows, and patterns for a B2B communication service with native mobile apps, a desktop web app, and an admin portal. Responsible for calling, voice mail, settings, and landing/launch page workflows.

Xbox Design Studio

Designer • Feb 2016 - Sep 2017

Designer on the Xbox social app with native mobile apps and native PC app, and Xbox console. Worked on features such as account creation, Game Bar (streaming broadcast), Clubs (social forums), Looking for Group (a public posting and matchmaking feature), in addition to general UI work, including passes for accessibility and alternate input patterns.

EDUCATION AND SKILLS

BAS Web Design and Interactive Media

The Art Institute of Seattle • 2011 - 2015

Design Tools

For visual design I use the Adobe Creative Suite, including Photoshop, Illustrator, Premiere, and After Effects. For UI/UX design I primarily use Sketch, Invision, and Figma. For AR, I use Blender, Vuforia, and Unity. I'm always open to learning more :)