



DONN VEY

PRODUCT DESIGN | UX | UI | VISUAL | DEVELOPMENT & PROTOTYPING | LIBRARY SYSTEMS

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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

SUMMARY

Strategic and visionary Product Designer with 15+ years of experience crafting intuitive, inclusive, and AI-enhanced user experiences across enterprise and consumer platforms. Proven ability to lead multidisciplinary teams, drive design excellence, and align UX strategy with business and technical goals. Passionate about storytelling, mentorship, and shaping the future of human-AI interaction.

WORK HISTORY

Cisco Webex

UX Design Lead (12)
Sept 2024 - Present

UX Design Leader (11)
Sept 2021 - Sept 2024

- Defined and executed the UX strategy for Webex's AI-powered video platform, aligning design direction with product growth and innovation
- Led cross-functional collaboration with PMs, engineers, and researchers to deliver seamless, accessible user experiences
- Integrated AI into video workflows, enhancing personalization and engagement
- Mentored designers and interns, fostering a culture of creativity and continuous learning
- Presented design rationale to executive stakeholders, influencing product vision and roadmap
- Contributed to the scale-up of a video engagement platform from <500 internal users to 100K+ active users post-general release, supporting both freemium and enterprise licensing models.
- Built scalable design systems in Figma, improving design consistency and team velocity
- Championed accessibility, achieving WCAG 2.1 AA compliance across key features
- Partnered with engineering to prototype and implement innovative video experiences

Design skills

UX Design
Interaction Design
UI Design
System Design
Wireframing
Prototyping
Accessibility
Responsive Design
UI Libraries
Game Design

Amazon WorkDocs

Senior UX Designer
Aug 2019 - Sept 2021

- Designed enterprise collaboration tools with a focus on usability, scalability, and accessibility.
- Created centralized UI libraries and prototyping frameworks adopted across multiple teams.
- Developed a React.js sandbox to bridge design-development workflows and accelerate implementation.
- Conducted user research and usability testing to inform design decisions and reduce friction.
- Delivered end-to-end UX for enterprise applications, improving task completion rates by 25%.

Dev skills

XAML
C#
HTML
CSS
Blend
UWP
Windows 10
Unreal Engine
Game Development
React.js

Amazon Devices & Services

UX Designer II
April 2017 - Aug 2019

- Designed core UI components for Alexa mobile apps, Fire Tablets, and Fire TV remote apps.
- Co-led the rollout of the OneDesign system, ensuring visual and interaction consistency across Amazon's device ecosystem.
- Built and maintained reusable design libraries, reducing design debt and improving team efficiency.
- Collaborated with engineering to anticipate implementation challenges and ensure timely delivery.

Tools

Figma
Sketch
Adobe XD
Photoshop
Illustrator
InDesign
Acrobat
Visual Studio
Unreal Editor

Microsoft (Aquent)

Design Developer
Feb 2017 - April 2017

- Collaborated closely with designers to rapidly prototype their vision.
- Guided developers and designers on platform capabilities.
- Bridged the gap between design and development teams.
- Leveraged extensive platform and accessibility knowledge to identify design issues and provide solutions.
- Advocated for design visions, facilitating developers to implement them effectively.

Microsoft (Aquent) • Collaborated extensively with designers to create functional prototypes with reusable production code.
Tech Lead Design Developer • Ensured design compatibility by addressing platform issues and accessibility needs (High Contrast, Large Text Mode, Narrator, Keyboard Focus).

Dec 2015 - Feb 2017 • Managed a team of design developers, ensuring goal achievement and proper workload distribution.
• Developed tracking and reporting measures to assess effectiveness and maintain high morale.
• Identified team challenges, presented solutions, and turned them into opportunities.
• Streamlined productivity by creating and implementing new processes.
• Investigated resource needs and proposed solutions to address related issues.
• Incorporated responsibilities from previous Design Developer role.

Cyber Kazoo • Designed personal websites for real estate agents in the US and Central America.

Freelance UX Designer • Worked within strict time and budget constraints to create high-end sites that met client needs.
Dec 2015 - Feb 2017 • Developed user interactions for both mobile and desktop platforms.
• Managed time and multiple projects simultaneously.
• Revolutionized the company's business model by introducing custom templates based on previous high-end client work, allowing for lower cost tiers while maintaining a high-end look.

Microsoft (Aquent) • Developed working prototypes in XAML and C# using production code to finalize designs.

Design Developer • Worked on various Windows 10 UWP projects, including Windows Store, MVR Store, Feedback Hub, Photos, People, Groove Music, and Windows 10 Shell areas.
March 2014 - Dec 2015 • Integrated deeply with development and design teams to influence processes and drive decisions, ensuring constant communication throughout project lifespans.
• Led the Services Design Development team, overseeing various UWP projects.
• Mentored and taught other Design Developers, becoming a reliable leader to drive projects to smooth completion.
• Ensured design vision alignment across Windows and Windows apps.
• Maintained product quality to meet design expectations and the expectations of engineering partners and managers.
• Guided engineers on optimal and performant XAML coding practices.

ADP Cobalt (Insight Global) • Designed websites and website assets for Volkswagen car dealerships nationwide.

UX Designer • Collaborated with dealers to understand their needs for assets and websites.
• Created custom website wireframes and compositions for dealership groups, including Sewell and OEM manufacturers.

Nov 2013 - March 2014

Microsoft (Aquent) • Learned and worked in XAML.

Design Developer - Xbox One • Solely responsible for the front end production of the OOBE experience within the Xbox One UI.
Dec 2012 - Nov 2013 • Collaborated with designers and developers to solve complex problems while maintaining pixel-perfect design.
• Created complex animations using Expression Blend and hand-coded XAML.
• Reviewed, edited, or rebuilt developer UI code as needed.

Microsoft (Aquent) • Learned and worked in a proprietary language similar to XAML known as Splash.

Design Developer - Windows Phone • Fixed complex problems in the UI front-end code.
• Ensured pixel-perfect design by reviewing every screen within the assigned area.
• Collaborated with developers and designers to balance feasibility and design intent.
March 2012 - Nov 2012 • Verified changes on a virtual device and followed proper channels to check in changes.

Imprev • Designed marketing material templates in Photoshop, Illustrator, and Freehand for real estate clients, including RE/MAX, Keller Williams, Better Homes and Gardens, Royal LePage, and others.

Graphic Designer • Created flyers, single property websites, mailing cards, and more, ensuring every photo and typographical use was considered while maintaining good design standards.
Feb 2011 - March 2012

Tully's Coffee • Designed various in-store promotional materials, including signs, coupons, stickers, posters, brochures, tumblers, and menu boards.
Graphic Designer

April 2009 - Feb 2011 • Managed project tracking and pre-production work.
• Maintained relationships with printers and handled communication with them.

REFERENCES

Brandon Thomas | brandth@microsoft.com – Principle UX Engineer
David Jara | djmaya3d@gmail.com – Lead UX Designer
Jilley Waits | jilleywaits@gmail.com – Principal UX Designer
Billy Valentine | billy.c.valentine@gmail.com - UX Designer II