

JOSH MILO

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UX ENGINEER AND PRODUCT DESIGNER

One billion people have used my work! Passionate about building clean, fast web experiences focusing on creation over consumption and curiosity over criticism. Active in the local development community.

KEY SKILLS

UX/UI Development | User Experience | Web Design | Project Management | Technical Writing | Training | Web Development | Leadership | Leadership Development | Strategic Planning | Research | Cross-Functional Team Leadership

TECHNICAL SKILLS

JavaScript | Figma | React | CSS

EXPERIENCE

Microsoft

2016 - Present

UX Engineer/ Product Designer, EDU Team, Design & Research Team

Created Assignments app's most popular feature: turn-in celebrations for students turning in their homework improving homework turn-in over 30% and creating large rise in Daily Active Users.

- Rebuilt core UI of standalone Assignments app into a Microsoft Teams app delivering under extremely tight deadlines. A resounding success, with a user base in the hundreds of millions.
- Took a hackathon project from concept to successful working pilot of Microsoft Reflect, a social and emotional learning app, shipped inside Microsoft Teams for Windows Design & Research team.
- Helped redefine the design system for all of Microsoft 365 and M365 Copilot design language.
- Created several robust prototyping environments including for several new AI products such as Copilot, Bing Chat, AI in Start Menu.
- Developed new interactions and design systems for upcoming Windows Copilot, Widgets, new Start Menu, taskbar hover states, and more.

Real Networks

2014 - 2015

UX Engineer Consultant

Consulted to redesign and rebuild their front-end workflow and flagship site: real.com.

- Moved company to a modern design workflow.
- Created reusable modular components used across all international teams, reducing visual and interaction errors across all sites.
- Established a design system for their designers and developers to use that tied into reusable modular components.

Portent

2012 - 2014

UX Engineer

Worked on wide ranging design and development projects including responsive sites, games, and applications for clients. Early in projects was responsible for prototyping interactions and app explorations for client briefings.

After approval, responsible for implementation of approved designs/interactions.

- Managed several remote teams for redesign and development of Portent. com.
- Lead Front End developer for Portent's first enterprise application: RainGage.
- Wrote technical requirements for projects and worked with a variety of technologies including AWS, DigitalOcean, Sass/SCSS, Bootstrap, Flask, JavaScript, Node.js, Adobe CC.

ADDITIONAL RELEVANT EXPERIENCE**United States Army
Engineer, Training NCO****2006 - 2011**

Served as an Engineer and Training Officer for the 643rd Engineers.

- Extensive international travel managing both combat and humanitarian operations.
- Received numerous awards for excellence, innovative training, and performance under pressure.
- Organized and facilitated training on marksmanship, fitness, land navigation, emergency egress, urban assault.
- Certified Advanced Tactical Athlete Trainer.
- Successfully managed and tracked daily operations for 200+ personnel for three years.

**United States Marine Corps
Combat Engineer****2000 - 2004**

Multiple overseas deployments as a member of the Marine Expeditionary Unit/Special Operations Capable.

- Provided focused leadership to eight personnel working with high-grade explosives/weapons with significant risk.
- Multiple overseas deployments as a member of the Marine Expeditionary Unit/Special Operations Capable.
- Planned and implemented humanitarian and other operations that required in-depth training and coordination.
- Led internal technical problem solving and testing of bleeding-edge field systems.

EDUCATION

Design and Applied Arts, Digital Media, Technology, and Motion focus
Antioch University

HIGHLIGHTS

- 2nd place Startup Weekend
- Finalist at Angel Hack
- Former Marine & Army Veteran