

Kelvin Chan

Product Designer

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SKILLS

Tools

Figma
Sketch
Photoshop
Illustrator
Premiere
InVision
Balsamiq
ArcGIS
Zeplin
HTML/CSS

Design

Prototyping
UX/UI
Usability
Research
Fluent UI
Design Systems
Web Applications
Graphic Design
Design process
Agile Development

ACHIEVEMENTS

Introduced the first emoticons at Microsoft - MSN Chat/Messenger

Contributed to several publications on the success and the creation of emoticons at Microsoft

Owns patents on orchestrated advertisement and large-scale messaging networked systems

Recently published a design article on the seamless user experience with ArcGIS for Microsoft 365 products in Esri ArcNews

EDUCATION

San Jose State University
MA Computers in Fine Art,
Interactive Multimedia

San Jose State University
BS Computer Engineering
Minor Math

VOLUNTEER

Executive chef for the Safe Parking Program - serving hot nutritious gourmet meals to women and families living in their cars, Wednesday evenings for the last 4 years. Also involved with grants, fundraising, and sponsorship to support this program!

EXPERIENCE

Amperity | Seattle, WA | April 2022 to Dec 2022

Senior Product Designer

Leading the design efforts for a customer data platform focusing on the data analyst persona and customer identity resolution. Conducting user research, wire framing, prototypes, and building high fidelity designs working closely with product management. Also responsible for building out the main core of Amperity's design system.

Esri | Greater Seattle Area, WA | March 2018 to April 2022

Lead Product Designer

Working as a lead UX/UI product designer for the largest global mapping and spatial analytical company, ESRI. Leading the design efforts for the Microsoft Integration products – ArcGIS Maps for Office, ArcGIS for Power BI, ArcGIS for Teams and ArcGIS for SharePoint using Microsoft Fluent UI Design System.

Building user-centric designs for non-technical consumers; create functional prototypes; drive usability and conduct competitive analysis; create detailed designs specs addressing individual UI elements, user interaction, user scenarios, accessibility, and usability.

Rational Interaction | Seattle, WA | July 2017 to Dec 2017

Senior Director, Global GTM Partner Marketing Manager

Managed a global team of Partner Engagement Managers/Marketing Consultants to build and develop a world-class GTM resource center for ISVs and Microsoft partners. Oversaw partner experience strategy, planning, marketing campaigns, and Rhythm of the Business with the Partner Engagement team.

Microsoft | Redmond, WA | Feb 2011 to July 2017

Director, Partner Development Manager (Global ISV)

Managed Fortune 500 manufacturing global ISVs worldwide. Responsibilities include developing and executing account plans; building GTM plans; business and technical engagements with Azure, Windows, SQL, and development tools. Oversaw global accounts including: PROS, Autodesk, Johnson Controls, Intergraph/Hexagon, OSIsoft, and ABB. Focused on SaaS enablement on Azure.

Microsoft | Redmond, WA | Feb 2009 to Feb 2011

Senior Program Manager/Designer (Windows 7 & 8)

Designed, created functional specs, and drove the features for "Start" menu; Right-click menu; and Sharing infrastructure in Windows 8. Also responsible for ISV partner engagement for Windows multi-touch support. Spec designs for Web Application, designing interfaces for JavaScript/HTML/CSS; Led Windows Touch ISV engagement with partners worldwide, building development ecosystem. Reached out to 80+ tier 1 ISVs to promote the Windows Touch API.