

DAVID ANTHONY PUERTO

E-mail: me@davidpuerto.com
Portfolio: davidpuerto.com
+1 206 397 9040

is a design practitioner with deep experience collaborating with cross-functional teams. Passionate about immersive computational experiences, UX engineering, and prototyping, he aims to apply human-centered design principles to deliver impactful solutions that empower people everywhere to achieve more.

EXPERIENCE

Microsoft, Software Engineer II

September 2021–Present

Responsible for UI design and development of core experiences across Azure's Sovereign Clouds, including the SSM Portal, DRI Portal, Escort Video, Video Insights, Real-time Insights, and Shadow Control, ensuring accessibility and security compliance.

- Leveraged a rapid prototyping framework in TypeScript securing PM and stakeholder buy-in for key product decisions.
- Developed UI for Alerts, Notifications, and User Settings based on PM and user feedback.
- Designed UI for video playback from ESM and UI for training AI/ML to support ESM/ESMIE insight accuracy.
- Presented an interactive prototype for a Windows desktop companion workflow to leadership.
- Optimized UX for escorting across gateway boxes and jump boxes.
- Led UI/UX for design components, email communications, surveys, and portals using Figma and/or web technologies.

Microsoft, Designer (contract)

January 2020–September 2021

Served as the design quality gatekeeper for Personnel's PM team and supported additional teams during JEDI.

- Managed a secure Preview Site (Msal.js) using FluentUI wrapper components, deployed as a web app with React/TypeScript and CSS modules, for design evaluation and product discussions with PM teams on Personnel and other tented projects.
- Set up state machines to simulate workflows, randomizing data and events using JavaScript on top of Microsoft GraphAPI.
- Ensured design consistency across dozens of permutations for end-to-end workflows within the Personnel team.
- Live-coded over Teams using the interactive Preview Site for Personnel, GovScreening, CloudScreening, Forms, Secure Work Areas, Kestrel, DataEgress, and other tented projects—this capability was well-received by PMs and SLT.
- Delivered Preview Sites accessible via corpnet, enabling engineers to reference responsive designs as blueprints for further development.

Nordstrom, Senior User Experience Designer (contract)

May 2018–June 2019

Led design modernization for PRICE org collaborating with multiple engineering teams, with PMs, and working with end users.

- Provided 0→1 design leadership on the ComplIntel application, increasing daily task completion rates from 60% to 100%.
- Improved workflow efficiency by 40% through a UI redesign supporting AI/ML integration.
- Reworked Off-Price (OPCT) UI into Full Price, aligning design for consistency across platforms.
- Instituted a "CommonUI" design system for cross-pollination, resulting in a unified enterprise tool.
- Conducted user research and workflow observations to create process flow diagrams that informed product strategy.
- Demoed prototypes to leadership, showcasing scalability and task efficiency across multiple work streams.
- Designed the admin interface for personnel management, including weekly cadence, auto-scheduling, and auditing.

WebMD, Senior User Experience Designer

October 2016–January 2018

Joined a WebMD startup through KKR acquisition, contributing to dashboard applications and a company-wide design system.

- Led the creation of an in-house design system, standardizing UI components across multiple products and improving development efficiency.
- Integrated the design system into existing dashboard applications using React, SCSS modules, Storybook, and Sketch.
- Collaborated with a cross-functional team that included a UX Designer, Product Designer, Software Engineers, and a Product Manager to ensure the design system aligned with engineering requirements and user needs.
- Enhanced design consistency and scalability, streamlining the workflow between design and engineering teams.
- Provided ongoing support and documentation to the design system, ensuring compatibility with evolving product needs.

Starbucks Coffee Company, Senior Product Designer

October 2015–October 2016

Early involvement in the Starbucks app during Libra — Starbucks app is the second most used mobile payment app.

- Participated and shipped the Rewards and Mobile Payments experiences for both the Starbucks app and web.
- Shipped the History feature for the Rewards/Payments program, contributing to both the app and web experience.
- Developed and implemented the "Star Gauge" feature for Rewards, enhancing user engagement.
- Led prototyping for the mobile and web ordering systems, improving user experience and functionality.
- Resolved critical CSS and accessibility bugs, reducing pressure on engineering teams and enhancing the web experience.
- Collaborated with user research to design surveys, prototypes, and A/B tests for usability studies for pattern library.
- Mocked up and prototyped future app flows, including API integration for the "secret menu."
- Prototyped the "split tender" feature, improving payment flexibility within the Starbucks app.

MultiScale Health Networks, UX Prototyper (contract)

May 2015–October 2015

Joined my hackathon team at Swedish Cherry Hill campus to lead UX prototyping of medical innovations, backed by Sabey.

- Designed and assembled UX components to consume and simulate medical data + events, enabling the evaluation of user throughput for critical healthcare tasks.
- Created chatbot simulations delivered remotely to handheld devices, creating a sense of urgency and tracking caregiver time savings and stress levels.
- Prototyped telehealth applications Telestroke and IV bag monitoring, improving patient care through remote data visualization and auto-reordering based on inventory.
- Led user testing to optimize the interaction model, improving workflow efficiency and reducing stress for healthcare providers.

Facebook, Product Designer (contract)

May 2014–May 2015

Retained to lead the design overhaul of a zero-install, cloud-based (fb)IDE codename: "Lyric" for open-source.

- Revitalized a declining IDE, increasing adoption to thousands of users through design improvements informed by user personas and end-user feedback, using telemetry from SCUBA data.
- Measured user satisfaction via quantitative and qualitative analysis, leveraging Facebook Groups and email feedback.
- Produced process flows, wireframes, and mockups that balanced business priorities with user needs, reducing cognitive load and improving workflow efficiency.
- Prototyped and improved discoverability of core features, including version control, symbol search, remote debugging, test runner, and in-line commenting with conflict resolution, integrated with MobilePerf and Facebook Platform.
- Designed branding and logo, creating Facebook's most popular t-shirt from 2014–2015.

HONORABLE MENTIONS

- 1st Place at #hackHousing, Seattle's largest hackathon to date. Featured on the front page of GeekWire, February 2015.
- Best of Show, Portfolio Review 2007 Bachelor's of Science Interactive Media & Game Design, The Art Institutes.

SKILLSET & TOOLS

| Design Tools | Design Skills | Development Tools |
|---|---|---|
| <ul style="list-style-type: none">• Figma• Sketch• Adobe CS | <ul style="list-style-type: none">• Visio• Draw.io• Keynote | <ul style="list-style-type: none">• Product Strategy• User Experience Design• Interaction/Visual Design |
| | <ul style="list-style-type: none">• Design Mentorship• Motion Design• Prototyping | <ul style="list-style-type: none">• HTML/CSS/SVG• JavaScript Frameworks• Azure, Git, Storybook |

