

# Mervin Johnsingh

SENIOR UX DESIGNER AT MICROSOFT, SEATTLE

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## WORK EXPERIENCE

### MICROSOFT

#### Senior Designer, Azure Machine Learning

July 2019- To date

1. Helped drive the migration of three external experiences into a single consolidated experience helping launch Azure Machine learning for both internal and external users
2. Drove the end to end design experience for 9 product feature areas in the platform
3. Drove the design focus on all accessibility areas especially WCAG 2.1 compliance
4. Interviewed and onboarded multiple design candidates to the team

#### Senior Designer, Experimentation and analysis platform

July 2016- July 2019

1. Was the first ever UX hire for the team and helped introduce design into the development process
2. Drove the design focus for all the tools of the experimentation platform including the experiment authoring experience, xCard (scorecarding) and metrics authoring

### HARMAN INTERNATIONAL

#### Principal Designer, UX Consulting

March 2015- July 2016

1. Drove design projects end to end for multiple clients including Harman International, Microsoft and Merrill International
2. Built and lead an onsite\offshore team of 6 UX designers and front end developers

### ADITI TECHNOLOGIES

Aditi technologies was acquired by Harman connected services in January 2015

#### Senior UX Consultant

July 2012-February 2015

1. First formally trained UX hire in the team
2. Built the UX practice for the newly formed Aditi design team called Litehouse
3. Helped build the team up from 3 people to about 100+
4. Delivered end to end UX solutions for multiple clients including Microsoft, IACP, Zonar, Mercedes Benz, Boeing and Blue Nile
5. Brought in 500K USD in direct revenue and 1.5M USD in indirect revenue to the team

### MAQ SOFTWARE

#### UX Program Manager

October 2011-May 2012

Delivered multiple UX Microsoft internal projects for the Interactive Entertainment Business group, Trustworthy computing group, and the Legal Attorney group

## EDUCATION

2011 | MS

Information Management

UNIVERSITY OF WASHINGTON

## SKILLS & TOOLS

Design systems

Interaction Design

Design strategy

Program Management

Accessibility

User interviews

Information architecture

Figma

Sketch

## SIDE PROJECTS

UX lead for Microsoft's Seeing AI

## AWARDS

2019

Global Hackathon winner

MICROSOFT

2013, 2014

Star of the quarter

ADITI TECHNOLOGIES