MICHAEL LAURENCE OLIVIER

PRODUCT DESIGNER | CONSUMER FINTECH | HIGH-TRUST UX | PROTOTYPING

Portfolio: www.thinflatcase.com | 828-768-1002 | m.laurence.olivier@gmail.com | Fort Collins, CO

Product designer & design engineer with 13+ years of experience turning complex, high-trust systems into clear, polished consumer and enterprise experiences. Combines product thinking, visual and interaction craft, research, design systems, and high-fidelity prototyping to make dense workflows, states, and decisions easier to understand and act on.

SKILLS

CONSUMER PRODUCT + HIGH-TRUST UX

End-to-End Product Design • Consumer UX • Complex Workflows • Information Architecture • Interaction Design • Visual Design • Trust & Control • Accessibility

RESEARCH + PRODUCT SYSTEMS

User Research • Usability Testing • Journey Mapping • Product Evidence • Design Systems • Component Libraries • Design Critique • Cross-functional Collaboration

PROTOTYPING + IMPLEMENTATION QUALITY

Figma • Cursor • React • TypeScript • JavaScript • HTML / CSS • GitHub • Realistic Prototyping • Design-to-Engineering Collaboration

PROFESSIONAL EXPERIENCE

WORKDAY

Senior UX Design Engineer

Fort Collins, CO / Remote

April 2019 - November 2026

Led end-to-end UX across 5+ complex product areas, turning dense workflows, multiple roles, permissions, and edge cases into clearer experiences and reusable interaction models.

Led experience design for Performance Management workflows used across ~1,200 customer organizations, making high-consequence information easier to review, understand, and act on with clear context and user control.

Created a Figma-to-Cursor-to-React workflow that reduced concept-to-working-prototype cycles from weeks to hours and helped 40+ designers test realistic behavior and edge cases earlier.

Scaled reusable interaction patterns through Workday's Canvas design system to dozens of teams, improving consistency, accessibility, recovery states, and implementation quality across connected experiences.

Mentored 5 designers in systems thinking, interaction design, and code-based prototyping; 4 were promoted shortly after mentorship period

AOL / YAHOO

Senior UX Designer

Fort Collins, CO / Remote

February 2014 - April 2019

Designed consumer and publishing experiences across Yahoo properties, including a shared platform used by hundreds of editors and data-rich Fantasy Sports experiences used by a broad consumer audience.

Led product, interaction, and visual design across major consumer brands and contributed reusable patterns to Yahoo's design system, balancing strong local experiences with cross-platform consistency.

Created reusable Yahoo Fantasy Sports interface and motion patterns that Engineering translated into coded templates, strengthening design-to-implementation collaboration and repeatability at scale.

GRAVITY

UX Designer

Fort Collins, CO / Remote

July 2013 - February 2014

Designed consumer personalization and recommendation experiences at a fast-moving startup, using behavioral data and rapid prototypes to help people discover more relevant content before acquisition by AOL.

Worked closely with Product and Engineering to move quickly from concepts to testable experiences, contributing to a product and team acquired by AOL in 2014

MENTORSHIP, EARLIER EXPERIENCE + EDUCATION

Diversity by Design (DxD) / SFSU — Design Mentor | 2020 - 2022 (Volunteer)

Mentored design students in product thinking, interaction and visual design, portfolio development, and design-engineering skills

Earlier Experience

Park Ridge Health | Lead Graphic Designer | 2012 - 2013

The Health Adventure | Creative Director | 2007 - 2012

Education

Warren Wilson College | BA, Philosophy

Flint Institute of Arts | Associate in Fine Arts