

MICHAEL LAURENCE OLIVIER

STAFF / PRINCIPAL UX DESIGNER + STAFF / PRINCIPAL UX DESIGN ENGINEER

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PROFILE

Staff/Principal-level product designer / design engineer with over 13 years of experience solving complex product problems through UX, visual design, systems thinking, and front-end prototyping. I bridge design and engineering to turn ambiguous ideas into polished, scalable experience

DESIGN

Product Design · Visual Design
· Interaction Design · AI
Product Design · Design
Systems · Motion ·
Accessibility · Figma

BUILD

React · TypeScript · JavaScript ·
HTML/CSS · Git/GitHub ·
Cursor · Lovable · Component
Libraries · Rapid Prototyping

LEAD

0-to-1 Product Development ·
Product Strategy · Systems
Thinking · Cross-Functional
Leadership · Mentorship ·
Stakeholder Alignment ·
High-Autonomy Execution

PROFESSIONAL EXPERIENCE

WORKDAY | Senior UX Design Engineer

2019-2026

- Led end-to-end design across complex **Workday Talent** products, including **Opportunity Marketplace**, **Career Hub**, **Manager Insights Hub**, skills-based experiences, and AI-first performance management
- Independently drove ambiguous, early-stage ideas from product direction through visual exploration, interaction design, and working prototype, giving Product, Design, and Engineering concrete experiences to evaluate and refine.
- Designed and coded high-fidelity **React** experiences based on component libraries (*Workday Canvas* and *Sana* design systems)
- Created a collaborative design-engineering workflow (Figma→Cursor→GitHub) that reduced concept-to-working-prototype cycles from weeks to hours and scaled across approximately 30–40 designers
- Led experience design for the newly announced **Sana Coach**, connecting performance, feedback, goals, coaching, learning, and career development into an AI-first model for continuous performance management.
- **Mentored designers** over three years through Workday's design mentorship program and also mentored design students at San Francisco State University through the **Diversity by Design (DxD) program**, supporting growth in product thinking, visual craft, and design-engineering skills

PROFESSIONAL EXPERIENCE, continued

AOL / YAHOO | Senior UX Designer

2014-2019

- Designed the core publishing platform used across major AOL and Yahoo brands, including Yahoo.com, Autoblog, and The Huffington Post, helping editorial teams manage external content from sources such as AP and Getty Images
- Led product, UI/UX, and visual design within the Publishing organization, creating reusable interaction patterns and contributing to the Yahoo design system across multiple brands
- Created motion-rich Yahoo Fantasy Sports experiences in After Effects and translated them into reusable coded templates, bridging visual design, interaction, and implementation

GRAVITY | UX Designer

2013-2014

- Designed user experiences supporting Gravity's personalization technology and consumer-facing content recommendation products
- Translated complex personalization and recommendation concepts into approachable product and interaction experiences within a fast-moving startup environment
- Collaborated across UX, product, visual design, and engineering

ADDITIONAL PROFESSIONAL EXPERIENCE

INDEPENDENT DESIGNER | Consultant

Freelance web, identity, print, and marketing design for clients in North Carolina and Colorado

THE HEALTH ADVENTURE | Creative Director

Led brand, visual design, museum communications, campaigns, educational materials, and multidisciplinary creative initiatives

PARK RIDGE HEALTH | Lead Graphic Designer

Led graphic design & visual communications within the marketing organization

EDUCATION

Warren Wilson College — Bachelor of Arts, Philosophy