



# MICHAEL L. OLIVIER

Senior UX Design Engineer

Over 10 years in the tech industry working to solve user-centered problems through elegant and simple design solutions. My experience is focused around helping to distill complex problems and make them accessible for our users and workmates.

## Personal info

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## Skill Profiles

Primary:	UX Design, UI Design, UX Research, Front-End Development
Secondary:	HTML, SASS/LESS/CSS, React.js, Javascript
Current/Recent Roles:	Senior UX Design Engineer, Senior UX/UI Designer
Future Role:	Principal UX Designer, Principal Product Designer
Industries:	HR/Finance Software, Tech, Start-up, Non-profit
Languages:	English - full working proficiency French - limited working proficiency

## Feedback from Workmates

"Michael is amazing to work with. His design knowledge and willingness to jump in and collaborate on complex projects has been unparalleled. I've worked closely with him on two projects this year and not only have they been high-profile and successful, they've been very collaborative and fun."

**Gregg A.**  
Senior Product Designer,  
Workday

"Michael thrives in complex situations. I'm always impressed how he can transform complex problems into elegant solutions with very little input."

**Carlos V.**  
Team Agility Coach,  
Workday

"Michael is AWESOME!"

**Nancy W.**  
Vice President Product Management,  
Workday

"Michael is humble, open to feedback and maintains a growth mindset. Michael takes feedback like a champ. He is able to translate the feedback received and take action by incorporating into his designs. I am impressed with Michael's design velocity and ability to iterate quickly in order to move work forward. His ability to take feedback, leverage it to improve and push his designs further, as well as, his ability to work quickly are strengths that I would love to see Michael be able to share and coach other designers within the team on."

**Kortnie L.**  
Senior Manager, Product Design,  
Workday

"Michael is a great communicator. As a mentor to me, he was candid and empathetic, but also provided actionable feedback for setting specific goals related to my career. When I was struggling with how to balance a number of projects while I was still new at Workday he listened in a way to understand the problem, then helped me to get to some solutions. He both helped me feel heard, but also provided feedback I could use."

**Emily R.**  
Product Designer & Mentee,  
Workday

"Michael is thoughtful, realistic, and adamant for doing what is right for the end user and ultimately for the team as whole."

**Hartley O.**  
UX Researcher,  
Workday

## Experience

### Career

### Senior UX Design Engineer

Workday • Boulder, CO, USA/Vancouver, BC, CAN (remote)  
April 2019 - Current

Lead UX Designer and Mentor within Workday's Talent Organization, focusing primarily on new products and features that help the casual user/worker advance within their career. Products include (but are not limited to):

- Gigs:** A means to create small, agile teams to accomplish work helps develop workers' skills or staff a given project with experts in their field. Successfully initiated the migration from Angular to React (to better integrate with Workday's component library), as well as lead the redesign to base Gigs product around the concept of roles.
- Opportunity Marketplace:** A place to discover and/or market new opportunities from Gigs to Jobs or Projects. Lead the original design efforts which eventually merged into Career Hub (a similar product within a different SKU).
- Scheduling:** Worked around primarily front-line worker use cases to help lead a complete overhaul of the Scheduling application.
- Flexible Teams:** Led design and helped in product development for a leadership-triggered initiative to create a new product offering by allowing business leaders to better manage the future of work by allowing for the creation of cross-functional non-hierarchical teams.

### Senior UX/UI Designer

Oath (Verizon/Yahoo/Aol) • Remote  
2014 - 2019

Focused primarily on Content Management Systems and Dashboards where people did their work. Collaborated with the Publishing teams at Oath (Huffington Post, Tech Crunch, Engadget, etc.) where I lead design of UI/UX for our publishing CMS. Overhauled the entire system's design library, worked with publishing project leads to better meet their needs, led research, and created a complete icon library.

Teamed with one other designer, created a standardized library within Sketch for all future design iterations. Transferred the entire library into a reusable dev environment for our development team and aided in rewriting the entire CSS (LESS) library.

### UX/UI Designer

Gravity • Santa Monica, CA, USA (remote)  
2013 - 2014

Gravity's mission was to personalize the internet. We offered our clients integrated tools that allowed site visitors to discover related content. Customers ranged from The Washington Post to Disney. Custom designed our components to seamlessly work within their designs by customizing our CSS to match theirs. Managed all the designs and implementations (Github) and provided our clients with the necessary code.

To help our customers better understand their own users, worked with our data-scientists to create a series of custom data visualization maps that showed breakdowns of their users and their personal interests.

Designed custom avatars for each one of our team members, which isn't really that relevant but was a lot of fun.

Gravity was acquired by Aol in 2014.

### Freelance Designer

Self-Employed • Asheville, NC, USA/Fort Collins, CO, USA  
2010 - 2013

Created a boutique agency that offered web-based design and development services to local businesses, hospitals, and non-profits.

### Creative Director

The Health Adventure Children's Museum • Asheville, NC, USA  
2007 - 2012

Managed the entire marketing and digital presence of a health and sciences-focused children's museum. Oversaw two junior designers who helped manage all marketing efforts. Coordinated with various national museums' traveling exhibits, creating print and digital products. Overhauled website with an improved design; integrated a new ticketing and membership system (Blackbaud). Oversaw all branding and marketing efforts for their capital campaign for a new facility.

## Education

### BA | Warren Wilson College

Major: Philosophy | Minor: Photography/Arts | 1997 - 2000

### Flint Institute of Arts

Focus on Visual Arts | 1994-1996

## Mentorships



### UX Mentorship Program

Mentored junior UX and Product Designers as part of the Workday UX Mentorship program. Worked with each mentee on a four-month plan based around their specific needs (feedback, advancing in their careers, etc.). Official program ran from 2020 until Summer 2022, continued working with 1 mentee beyond the end of the program.



### SFSU Student Mentorship

Mentored a group of four design students currently studying at San Francisco State University. Their project was around researching and designing a product to help workers who primarily work remote and across different time zones. Worked with them to structure their research, conduct interviews, interpret their findings, and begin their product designs based on their findings. Ongoing as of November 2022.

## Worked for some amazing companies

