



Erik Drouhard

Designer/Developer
erikdrouhard@gmail.com
(508) 341-1379

Summary

Working at the intersection of design and code. A continuous learner, with an interest in complex systems thinking and a passion for prototyping. With over 12 years experience crafting user interfaces, I have focused on closing the gap between multidisciplinary teams. At Nuance, I have been fortunate to work on a variety of innovative products, including Swype keyboard, an automotive HUD UI and our conversational AI platform, Mix. Recently, leveraging my design and coding skills, I have led an effort to create a design system for Mix and other sophisticated web tools—Verse Design System.

Specialties: UI Design, UX Design, UX Engineering & Interactive Prototyping.

Skills: Figma, Framer, Sketch, Photoshop, Illustrator, Principle, HTML, CSS/SCSS, JavaScript, Git, GitHub

Experience

Product Designer at Microsoft

AUGUST 2023 – *PRESENT*

Currently working on Microsoft Copilot Studio.

Sr. UX Engineer at Nuance

NOVEMBER 2022 – AUGUST 2023

As a Senior UX Engineer at Nuance, I led the design and development of an accessible design system tailored for our Mix conversational AI web platform, along with several sophisticated web tools in our R&D division. My role was pivotal in unifying the UX and engineering teams, establishing a common language and a more efficient process that accelerated platform development.

Sr. Visual UX Designer at Nuance

FEBRUARY 2019 – NOVEMBER 2022

As a Sr. Visual UX Designer at Nuance, I work on the Mix conversation AI platform as part of the Core Tech UX team within R&D. Working with PM, Design & Engineering stakeholders, I have lead design of the QA node properties panel and advanced conditional logic in Mix Dialog. In addition, I collaborate with a team of Designers to maintain consistency between the various parts of the platform.

UI/UX Designer at Nuance

JUNE 2017 – FEBRUARY 2019

As a UI/UX Designer at Nuance, I worked as a generalist designer. I floated between teams working on Swype keyboard, Mix, Voice for TV and Dragon Drive. In 2018, I lead UI design of a car windshield HUD concept integrated with gaze eye tracking. This demo was featured as part of the Dragon Drive Innovation Showcase at CES 2019.

Front-End Developer/Designer at Applause

APRIL 2016 – MARCH 2017

At Applause, I was primarily responsible for the development and maintenance of the HTML/SCSS/JS for Applause.com. This also involved maintaining a custom installation of WordPress with support for multiple languages, and synchronizing with Dev Ops for deployment. I worked closely with the design & marketing teams, as well as developers located in Germany.

Web Designer at Cold Spring Design

APRIL 2011 – FEBRUARY 2016

As a Web Designer at Cold Spring I was responsible for all visual design, HTML/SCSS/jQuery and WordPress build for added CMS functionality.

Education

American International College

Master Certificate, Visual Communications, 2007 – 2009