

Erik Drouhard

Senior UX Designer | UX Engineer

erikdrouhard.com · erikdrouhard@gmail.com · (508) 341-1379

SUMMARY

Senior UX designer and UX engineer with 15+ years designing complex technical products across conversational AI, developer tools, automotive systems, and enterprise platforms. I specialize in making intelligent systems understandable, predictable, and useful through interaction design, rapid prototyping, and design systems.

Core Skills: Interaction Design, Conversational & Multimodal Interfaces, Complex Systems UX, Design Systems, Rapid Prototyping, Behavior Authoring, Cross-Functional Leadership, Accessibility, Usability Testing, Context Engineering

Tools & Technologies: Figma, Framer, HTML, CSS/SCSS, JavaScript, TypeScript, React, Git/GitHub, AI/LLM-Assisted Prototyping

EXPERIENCE

Microsoft

2023 – Present

UX Engineer II – Microsoft Core AI

Apr 2025 – Present

Lead with rapid prototyping across Microsoft AI Foundry and Azure portals, designing product experiences and building focused mini-apps, reusable skills, and internal workflows that help teams explore, test, and validate ideas faster. Use AI and LLMs from early prototypes through evaluation while helping teams adopt AI-native workflows.

Product Designer I-II – Copilot Studio

Aug 2023 – Apr 2025

Designed and prototyped interactive experiences for conversational AI tools, partnering with design and engineering to help users build and customize complex AI-driven workflows. Promoted from Product Designer I to Product Designer II.

Nuance

2017 – 2023

Sr. UX Engineer – Verse Design System

Nov 2022 – Aug 2023

Led the design and front-end architecture of Verse, an accessible design system for Mix.dialog and the surrounding platform. Established shared components, interaction patterns, design tokens, and implementation practices that improved consistency and brought design and engineering together. Educated UX teams on Figma libraries, composition, and adoption.

Sr. UX Designer – Mix.dialog

Feb 2019 – Nov 2022

Led interaction design for behavior-authoring, condition-building, and QA workflows, helping enterprise users create, understand, test, and troubleshoot complex conversational behavior. Research showed measurable usability improvements for deeply nested conditions used by customers including Sony Interactive Entertainment and Rakuten.

UI/UX Designer – Dragon Drive, Mix, Swype

Jun 2017 – Feb 2019

Led UI and interaction design for an [automotive windshield HUD with gaze tracking](#), featured at the Dragon Drive Innovation Showcase at CES 2019. Designed for physical context, divided driver attention, multimodal feedback, and real-time system behavior.

Applause

2016 – 2017

Front-End Developer / Designer

Apr 2016 – Mar 2017

Developed and maintained Applause.com, including a custom WordPress installation with multi-language support, in close partnership with design, marketing, and international engineering teams.

Cold Spring Design

2011 – 2016

Web Designer

Apr 2011 – Feb 2016

Led visual design and front-end development using HTML/SCSS/jQuery and WordPress.

EDUCATION

American International College — Master Certificate, Visual Communications