Kham Udom

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UI/UX front-end web developer specializing with prototyping, design and implementation of accessible, high-quality web applications and sites. Deliver production online experience based on requirement discovery, collaboration with online tools, and a clear scope of work. Ensure positive User Experience by leveraging current technologies, innovative web solutions, and analytics. Consultation advocating a commitment to inclusivity, and access through assistive technology for the disabled. Passionate towards success by working with clients and 3rd party team(s) to achieve desired results.

PROFESSIONAL EXPERIENCE

Software Engineer • C+E CX Studio
Populus – Microsoft Vendor - October 2023–Current
Technology: HTML · CSS · JavaScript · TypeScript · Web Components · Lit

- Development of foundational web components utilizing the Lit framework, providing seamless integration and customization for cross-team efforts. Facilitate components to incorporate versatile building blocks, enable developers with direct implementation, and extending functionality providing others to meet specific project requirements.

UX Engineer II • Web Experiences Prototyping Team
Microsoft - December 2021–November 2022
Technology: HTML · CSS · JavaScript · TypeScript · Web Components

- Collaborate with Project Managers and design teams, building advanced web-based prototypes. Leveraged to assist research, design, and back-end engineers to analyze the UI and UX of the product.
- Built accessible modules using Web Component technology for implementing within prototypes. Provide the Design Team to iterate on future design and experiences.

UX Engineer II • Web Experiences Platform Team
Microsoft - November 2017–December 2021
Technology: HTML · CSS · JavaScript · TypeScript · React JS · Web Components

- Contributor on the FAST Open Source team to building / maintaining components using React and Web Component technologies.
- Participated with a dynamic team of designers and engineers, owning, building, and maintaining Web Components for various web experiences. Components produced were for Microsoft Edge, MS Edge Shopping features, and Microsoft News feeds.
- Focused on accessibility with components aligned with W3C ARIA standards. Helping to establish, achieve, and strengthen the quality of the Web Components that are use internally and externally.
- Spearheaded the high contrast work for components within FAST, Fluent UI, Microsoft Edge and the Chromium developer tools. Leading and consulting other teams on high contrast best practices.
- Support and assist developers within Microsoft and the open source community to help adopt and integrate the FAST and Fluent UI web components.

Design Developer • Xbox
Microsoft - December 2012–November 2017
Technology: XAML · Compass

- Create, iterate and own the UI and UX experiences on the Xbox Dashboard, from the launch of the Xbox One to the release of the Xbox One S/X.

- Collaborate and prototype with the Console Design team to champion designs, including consultation of product development capabilities and limits. Constantly tuning the UI and designs, to help with the performance of the dashboard on each iteration.
- Worked with the console development product team to convey the design vision. Pair program with engineers, where focus was on implementing the UI, while engineers focused on the functionality of the product.
- Involved in daily scrum meeting with the engineering partners to communicate current work status, and sure features are on schedule to deliver within current sprint and milestones.

Design Integrator • Windows Phone
Aquent - Microsoft Vendor - February 2012–November 2012
Technology: Splash

- Addressed craftsmanship issues to make sure the UI and UX on cell phones were aligned with the design comp.

3D Environment Artist
Amaze Entertainment - August 2002–February 2011
Technology: Maya · Unity · Adobe Photoshop

- Worked closely with Producers and Designers to build, texture and light environments and objects in a 3D space for video games on platforms such as Xbox, Gameboy, PlayStation and PlayStation Portable.

ADDITIONAL SKILLS

FAST Components · Fluent UI Components · Material UI · VS Code · Git · GitHub · Figma · Leadership · Scrum · Accessibility · Front-End · Rest API · Web Development · NodeJS · Accessibility · Web Development · Responsive Web Design · MVVM · Azure DevOps

EDUCATION

The Art Institute of Seattle, Seattle, WA
Associates of Art in Computer Animation – 1998-2000