

Kunthearo "Terro" Veun

Senior Product Designer

Experienced Senior Product Designer with a demonstrated history of working in the media production industry. Skilled in Android iOS platforms, User Interface Design, Animation, Mobile Applications, and Concept Art. Strong arts and design professional with a B.A. focused in Media Arts and Animation from Art Institute of Washington.

Experience

04-2021 – Present

Senior UX Designer Contractor

Microsoft - Seattle, WA

- Help conceptualize UI flow with wireframes for mobile app.
- Create visual motion design of mobile app using fluent design principles.
- Build out interactive prototype using protopie tool and creating video for demo purposes.
- Help with AEM (Adobe Experience Manager) migration of the Microsoft store website.
- Conceptualize new Microsoft homepage and PDP page.
- Build out and manage layouts for the Microsoft website.
- Work with multiple teams designing experiments for new features on the Microsoft website.

05-2019 – 03-2021

Senior UX Designer

IDEMIA - Reston, VA

- Conceptualize UI flow with wireframes for mobile and web portals apps.
- Lead designer for ID Verify app and help other various apps.
- Help maintain and implement design systems.
- Work with engineers to make sure design meets guidelines.
- Help create demo prototypes and storyboards for sales purposes.
- Mentor junior designers.

05-2015 – 04-2019

Product Designer

The Washington Post - Washington, DC

- Conceptualize UI flow with wireframes for the Washington Post App
- Lead designer for the Washington Post Classic and Print apps.
- Worked with engineers to make sure design and technology were on the same page.
- Worked on Snapchat handling designs and animation for daily editions.
- Helped design applications for special reporting projects

05-2011 – 08-2014

Visual Designer

MicroStrategy, Inc - Tyson's Corner, VA

- Conceptualize UI flow with wireframes for various applications.
- Create Interactive mock-ups for testing workflows.
- Designed UI visuals for various mobile applications on iOS, Android, and Web platforms.
- Worked closely with engineers, helping with visual implementation of UI assets.
- Helped design applications for demo purposes.

07-2010 – 05-2011

CG Artist Contractor

Bioware Mythic - Fairfax, VA

- Mock-up user interfaces for various game mechanics.
- Managed, created, and designed UI art assets.
- Prepared UI assets for integration into the game.
- Manage and create Special Effects assets for Ultima Forever.

08-2006 – 11-2009

Graphic Artist/User Interface Artist

Mythic Entertainment - Fairfax, VA

- Create wireframes for UI workflow.
- Created and managed the majority of user interface art assets for Warhammer Online.
- Worked closely with the UI programming team in the designs of various UI systems.
- Prepared UI art assets for integration into the game engine.
- Prepared concept art for the approval process with Games Workshop.

Personal Info

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Website

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Social

[Linkedin](#)

UX Skills

Wireframing

Prototyping / Motion graphics

User flows / Storyboarding

Mock ups

Visual design / Iconography

User research

User testing

Agile & scrum

Technical Skills

Adobe After Effects

Adobe Illustrator

Adobe Photoshop

Adobe XD

Figma

Invision

Sketch

Protopie

Principle

3D Studio Max

Blender