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MobyGames: [Click here](#)

Overview A uniquely creative interaction designer and leader with deep experience in natural user interfaces and storytelling - and a fearless approach to shipping products and taming complexity in all its forms.

- Experience**
- Microsoft**
Senior Designer (Design Lead)
- AZURE PORTAL & MARKETPLACES
August 2016 – Present
- Projects:
Azure Portal Framework
Azure Marketplace 2017
- Develop design guidelines intended for use by over 70 partner teams using Azure Portal's UI framework
 - Collaborate on a north star for a major interaction paradigm shift for Azure, rolling out early 2017
 - Deliver designs for the new Azure Marketplace, including generative designs for complicated interactions inc. virtual machine pricing and SKU selection (launches Jan 31)
 - Scenario support & web design for AppSource.com leading to major improvements in early 2017
 - Provide guidance and leadership for a team of Azure designers, improving processes and communication
- Amazon**
Senior User Experience Designer
- ALEXA VOICE DESIGN TEAM
October 2015 – August 2016
- ENGAGEMENT DESIGN GROUP
September 2014 – October 2015
- Drove Speech and VUI for new product through concept and product definition phases. Deliverables included prototypes, business requirements, feature research, and complete set of voice UI (VUI) designs.
 - Extensive storyboarding to drive product vision from initial concepts to product proposals and an eventual funding green light from CEO and Senior VP team
 - Drove designs for key framework-level features on the Alexa Voice Service platform, accommodating voice-forward and screen-forward Alexa enabled solutions across multiple hardware products.
 - Partnered with teams including speech science, audio design, hardware, business development, and visual design
- Microsoft**
Senior User Experience Designer
- OPERATING SYSTEMS GROUP
Oct 2012 – Sep 2014
- Projects:
- Next-Gen Automotive Infotainment
- Cortana for Windows 10
- CLOUD & ENTERPRISE DIVISION
Nov 2007 – Oct 2012
- Shipped Products:
- System Center Configuration Manager 2012
- Windows Intune Wave C & D
- Lead designer for our NUI / speech interactions in the car
 - Drove the creation of our automotive shell design patterns
 - Created a safe and research-validated system for notifications in moving vehicles that allowed drivers to take action quickly without violating industry guidelines for driver distraction
 - Created a new interaction pattern to take advantage of the time after a drive has completed (Post-Drive Summary with Tutorial Elements, US patent pending)
 - Contributed to Windows 10 Cortana design for NUI features on desktop and phone including inline correction of speech input, meeting scheduling, messaging, and email authoring
 - Designed graceful solutions for IT products that manage hundreds of thousands of devices and objects
 - Aggressively and successfully championed important wide-ranging experience improvements for SCCM 2012
 - Provided thought leadership for our design team on wide-ranging trends in our industry, including a book and evangelization tour
 - Extensive wireframing, high-fi design work and prototyping
- Recognition & Awards: Microsoft4Afrika User Experience Instructor (Nairobi), 2014 // Microsoft Leader Bench, 2012 & 2013 // Microsoft Emerging Leader Bench, 2011 // Microsoft Gold Star Award, 2010

Griptonite Games

Producer

Nov 2004 – Nov 2007

Shipped Titles:

- Disney Friends (*DS exclusive*)
- Pirates of the Caribbean: Dead Man's Chest (*GBA and Nintendo DS*)
- The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe (*GBA*)

- Directly responsible for managing handheld development teams of 8 – 15 artists and developers with development budgets ranging from \$750,000 to \$1.85 million
- Created and maintained game design, maintaining project vision and documentation throughout the project.
- Primary liaison with external clients, contractors, and QA
- Supervised interface design and play testing efforts
- Created and managed project schedules
- Wrote product pitches for new game development projects.
- Other contributions: game scripting, cut scene creation, writing in-game dialog/scripts, & localization

Maxis / Electronic Arts

Assistant Producer II

May 2003 – November 2004

Shipped Titles:

- The Sims Makin' Magic (PC)
- The Sims Bustin' Out (GBA/N-Gage)
- The Sims Bustin' Out (PS2/GCN/Xbox)

- Managed day-to-day publishing and production tasks, including design, scheduling & asset management
- Supervised the localization process for multiple titles, including translation and Language Testing
- Served as the liaison between Production and Testing, and as a liaison with external developers
- Wrote original in-game text for multiple games
- Platform experience on PC, PS2, GCN, GBA, Nintendo DS

Walt Disney Parks & Resorts

Interaction Designer (Summer 2002)

DESTINATION DISNEY ON-SITE

- Designed and prototyped an interactive resort TV system
- Created site flows, HTML mockups, and programmed functional prototypes using VB and Flash.
- Coded several network applications for Walt Disney Imagineering used to help prototype Disney's PhotoPass

MAYA Design Group

Interaction Designer

May - September 2001 & Jan – March 2003

- Evaluated multiple banking & security client websites, performing heuristic analyses and cognitive walkthroughs
- Designed and built an internal billing tool

Education

Carnegie Mellon University

SCHOOL OF COMPUTER SCIENCE

Bachelor of Science in Computer Science & Human-Computer Interaction (B.S.)

Andrew Carnegie Scholar (1998-2002): Recipient of 4yr merit-based scholarship given to top 60 incoming students

Pittsburgh, PA

CLASS OF 2002

ENTERTAINMENT TECHNOLOGY CENTER

Entertainment Technology Master's Program

AUGUST 2002-MAY 2003

GPA: 3.82

Volunteer Outreach

IGNITE Worldwide

Vice-President of the Board

EDUCATIONAL 501(C) NON- PROFIT ORGANIZATION

August 2010 – October 2012

- Directed a rebranding of IGNITE's marketing materials
- Represented IGNITE at community events
- Began a volunteer outreach program
- Presented to young girls at panel presentations

Speaking Highlights

Workshop: **Giving Voice to Your Voice Designs** / IxDA Interaction 17

Workshop: **Making the World Easier with Interaction Design** / 2012-2015, DigiGirlz, GirlsWhoCode, DawgBytes

Keynotes: **Arts Inspire** (2015) & **Expanding Your Horizons with STEM** (2013) / Girls Unlimited

Talk: **Computer Engineer Barbie: Enticing a new generation of girls with IxD** / Interaction '11, GeekGirlCon 11

Moderator: **Women in Technology Panel** / TechEd 2011

Skills

Design Software: Adobe CC (Photoshop, Fireworks, Illustrator, Flash, Dreamweaver, InDesign), Sketch, Visio, MS Office
Programming and Prototyping: HTML, CSS, Java, Javascript, C++, C, C#, XML, VB, Arduino

Design & Research Skills:

Storyboarding, Sketching, 2D & 3D Texture Art, 3D Modeling, Typography, Graphic Design, Web Design, Low-Fidelity Prototyping, Wireframing, Cognitive Walkthrough, Heuristic Evaluation, Usability Studies, Diary Studies, Script Writing