

Thomas Emnetu

UX Designer

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Education

University of Washington

B.S. Informatics: Human-Computer Interaction

Awards

Husky 100

Issued by University of Washington

Presented to 100 students who demonstrated leadership, inclusivity, creativity, and a drive to create positive change.

Skills

UX

Design Systems
Interaction Design
Product Strategy
Usability Analysis
Visual Design
Storytelling
User Research
A/B Testing
KPIs / OKRs
Rapid Prototyping
Systems Thinking
Cross-Functional Collaboration

Tools

Figma
Adobe CC
VS Code
Github Copilot CLI

Programming

HTML/CSS
JavaScript
React
Java

Languages

English
Tigrinya
ASL

Employment

Product Designer

Microsoft

password: MSFT25

June 2024 - Present

Led design initiative on Copilot AI integration within Azure IoT Operations: a product for managing physical production lines remotely through the cloud.

Conducted 10 user interviews and a cognitive walkthrough usability study which reduced time to create a data pipeline by 70%.

Delivered on enterprise customer requests of creating a global search and filtering mechanism; increased system usability by 25%.

Created an E2E internal tool to streamline deployment, development, and testing of the platform on kubernetes clusters.

Product Design Manager

Microsoft

Jan 2025 - June 2025

Managed a team of 4 junior designers on the creation of an AI-powered predictive maintenance dashboard and mobile companion to help Operation Technicians manage thousands of assets.

Led 2 usability studies with 8 participants, which validated new interaction paradigms, resulting in the creation and documentation of 40+ new Fluent UI component variants.

User Research Intern

Apple

Feb 2024 - June 2024

Assisted the Beats by Dre team in user research to enhance brand identity and marketing strategy for the relaunch of their new Beats Pill Speakers.

UX Design Intern

Oracle

password: ORCL23

June 2023 - Sept 2023

Redesigned the Redwood Design System, incorporating interactive guidelines that reduced user query time by 72%.

Conducted 19 user interviews and synthesized findings from 2 prior research studies to fundamentally understand the problem space; resulting in a 100% increase in user satisfaction.

Organized two stakeholder workshops and a usability study to aid in incorporating feedback from senior management while not excluding end-users; increased user comprehension by 29%.

UX Designer

UW-Information Technology

Feb 2023 - June 2023

Collaborated with senior management on designing UW's first ever design system from the ground up, to better support internal developers in optimizing academic experiences for 60k+ students.