Michael Lo Sauro
UX and Product Designer

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ABOUT ME

I enjoy working with people to learn about them, their challenges, their frustrations, and their goals. I strive to build applications that help people feel smart, safe, and powerful.

I have extensive experience designing for both SaaS and consumer-facing products. I have worked with various cross-functional teams, both alone and collaboratively, working with engineers, product managers, company executives, customers, and other key stakeholders. My background in engineering has allowed me to straddle the line between design and development in order to collaborate exceptionally well with engineers.

Outside of work, I enjoy spending quality time with my dogs, Enzo and Luna, riding and rebuilding old motorcycles, maintaining my 220-year-old farmhouse, and traveling to inconvenient places.

SKILLS

- Design Systems
- User Testing
- UX Research
- User and Stakeholder Interviews
- Wireframes / Prototyping
- Data Visualization
- Enterprise UX
- Cross-Functional Collaboration
- HTML
- CSS
- JavaScript

MY TOOLKIT

I use a broad range of always-evolving tools and technologies to do my job. My current workflow utilizes (but is not limited to):

- Figma
- Trello
- Miro
- Balsamiq

EXPERIENCE

Senior UX/UI Designer — Complion   Feb 2022–Jan 2023

- As the lead UX/UI Designer at Complion, I established a research- and data-driven UX practice.
- Conducted user research and developed user personas to better inform product and design decisions.
- Worked closely with Product, Engineering, and Customer Success teams, along with other key stakeholders, to validate and develop features and functionality.
- Created a design system utilizing the new corporate branding in order to improve consistency and reduce development time across the application.

Senior UX/UI Designer — CommerceHub   May 2019–Jan 2022

- Lead UX on multiple product teams, working closely with product owners, engineers, company executives, and other stakeholders.
- Collaborated with engineers to create a front-end application starter toolkit, containing production-ready UI components. Along with virtually eliminating inconsistencies across common components in our applications, this toolkit reduced the time it took to spin up a basic application from multiple days to one hour.
- Designed and contributed to the implementation of a performance monitoring suite of applications and services that gave our customers a better understanding of their drop-ship performance.

UX/UI Designer — CommerceHub   Jul 2014–May 2019

- Lead UX on multiple product teams, working closely with product owners, engineers, and other stakeholders.
- Built and maintained a functional style guide for engineers to reference, improving consistency across numerous applications and reducing development time.
- Created a component library in Sketch (and later, in Figma) for designers to utilize, improving consistency and reducing the amount of time and effort put into recreating existing standard components.
- Designed an application that let suppliers easily set up products that followed retailers' vastly differing data requirements to be sold on retailers' websites.

Web Developer — WhoSay   Jan 2012–Jul 2014

- Contributed to the front-end development of a social media website centered around celebrities and influencers.
- Primarily focused on UI development and assisted in UX/UI design as needed.
- Redesigned and redeveloped the internal admin application front-end to improve usability for our internal account managers.
- Contributed to the rewrite of the front-end of the consumer-facing application, and single-handedly made the application responsive for mobile devices.

Web Developer — Self-Employed   Sep 2007–Jan 2014

- Provided design and front-end development solutions for small companies and artists to sell their products online.
- Worked directly with clients to ensure a product that appealed to their target demographics.
- Managed evolving client content and provided updates as needed.