

```
1  # Sean Lynch
2  ## Principal Product Designer · 14 years
3
4  const contact = {
5    email:   "sean@seanportfol.io",
6    site:    "seanportfol.io",
7    linkedin: "linkedin.com/in/seanlynchdesign",
8    github:   "github.com/seanx24x"
9  };
10
11  ## Summary
12  const summary = `Principal product designer who leads with craft – visual design, interaction, design systems, and motion – and builds in code so the design ships intact, not handed off and hoped for. I take hard product problems end to end: the architecture underneath, the craft on the surface, and the system that holds it together. I treat AI as design material, shaped with taste. 14 years on enterprise products used by hundreds of millions across Atlassian, Zoom, and Microsoft.`;
13
14  ## Selected Impact
15  const impact = [
16    { metric: "300M+",    label: "users reached across shipped work" },
17    { metric: "~95%",     label: "design-system adoption in 6 months – Prism" },
18    { metric: "+22%",     label: "messages sent – Adaptive Compose rebuild" },
19    { metric: "104k",     label: "hrs/yr projected saved – Recruiter Canvas" }
20  ];
21
22  ## Experience
23  export const experience = [
24    {
25      company: "Atlassian",  title: "Lead Designer",  dates: "Apr 2025 – Present",
26      notes: [
27        "Design and build AI experiences grounded in context and the System of Work – not bolted on top of it.",
28        "Led Recruiter Canvas, a single-screen, AI-native recruiting command centre that retires the spreadsheets ~90% of recruiters had defaulted to. Projected 104k hours saved annually; in beta across the Americas.",
29        "Owned it end to end – interaction architecture, visual language, and motion – validated in a live React/TypeScript prototype so timing and feel were resolved before handoff, not after."
30      ]
31    },
32    {
33      company: "Zoom",  title: "Lead Designer",  dates: "Dec 2024 – Apr 2025",
34      notes: [
35        "Created Prism, Zoom's first dedicated mobile design system – tokens, motion, and a native-first visual language before pixels.",
36        "Drove ~95% component adoption across primary mobile verticals in six months and ~40% design-to-dev velocity; collapsed 190+ avatar variants into one configurable super-component.",
37        "Made the system feel like a superpower, not a mandate – earned adoption across 6 teams instead of demanding it."
38      ]
39    },
40    {
41      company: "Microsoft",  title: "Senior UX Designer, Teams",  dates: "Aug 2016 – Dec 2024",
42      notes: [
43        "8 years on enterprise Teams at 300M+ scale, owning mobile design across phone and tablet – visual language, interaction, and the systems beneath.",
44        "Adaptive Compose: rebuilt the most-used surface in Teams Mobile as one context-aware surface that morphs to intent. +22% messages, +35% formatting usage, ~18% time-to-send, +40% satisfaction.",
45        "Copilot: designed contextual AI that opens grounded in the thread instead of a separate chat – the reference model Outlook and OneDrive followed. 60% MoM recurring-user growth, ~40% manual synthesis.",
46        "Source & Destination (iPad): turned split-view into a true tablet workspace, not a stretched phone. 24M users, +48% split-view adoption, +22pt mobile NPS.",
47        "Frontline Dashboard: a deskless-native cockpit consolidating shifts, payroll, HR, and comms. 92% preferred it over the legacy model, 45% faster task completion, ~55% support tickets."
48      ]
49    },
50    {
51      company: "Contract",  title: "Designer",  dates: "Sep 2011 – Aug 2016",
52      notes: [
53        "Product, brand, and marketing design for agencies including Beattie McGuinness Bungay, Profero, and Havas.",
54        "Worked across digital, mobile, and print with a focus on UX, interaction design, and brand systems."
55      ]
56    }
57  ];
58
59  ## Skills & Tools
60  const stack = {
61    design:    ["Visual & UI", "Interaction", "Design Systems", "Motion", "Prototyping"],
62    "3d/motion": ["Cinema 4D", "Redshift", "Octane", "After Effects", "Lottie", "Framer"],
63    code:      ["Swift / SwiftUI", "TypeScript", "React", "Next.js", "Xcode", "Cursor"],
64    ai:        ["Claude", "Cursor", "MCP"], // AI as design material
65    collab:    ["Figma", "Notion", "Linear", "GitHub"]
66  };
67
68  ## Education
69  const education = {
70    institution: "University for the Creative Arts",
71    degree:      "BA (Hons) Graphic Communication",
72    years:       "2008 – 2011"
73  };

```