Joe Flynn

Winter 2025

https://www.joeflynn.design

Password for case studies: "Seattle"

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Experience

Freelance UX/UI/Motion Designer

Seattle WA/Remote
June 2025- September 2025

Freelance Product Design work consisting of Research, Visual Design, Interaction Design, and User Experience Design.
Conducted extensive competitive research, and other data to inform design decisions.
Crafted comprehensive design systems complete with tokens, component libraries, and theming variables that optimized engineering handoff and ensured brand consistency across platforms.

Microsoft Paint Product Designer

Redmond WA/Remote
April 2022 - April 2025

Proposed, designed, and owned several flagship features that drove a 57% increase in user engagement in Paint including Layers, Generative fill, Generative erase, Cocreator, Image creator, and Object select to Paint's millions of active users.
Collaborated across Windows design team to explore and define patterns on AI efforts for image generation, image editing, contextual actions, monetization, and Copilot integration.
Maintained the highest customer satisfaction across all Windows inbox apps.
Conducted user testing, drove extensive competitive research, and utilized telemetry and other data to inform design decisions.
Communicated and demonstrated designs across multiple levels of review from design, product teams, and other stakeholders.

Microsoft Store UX/Visual/Motion Designer

Redmond WA/Remote
October 2021 -April 2022

Built modular visual asset system for use in the top front of the Windows Store while working with Brand/Marketing team.
Collaborated across the Essential Experiences team on several projects for general refinement and modernization of store experience.
Created visual asset system for Windows Store App Awards, Windows 365 and other efforts for the store.
Designed, animated, and edited video featured on windows store blog as well as internal motion video used for review.

Education

Seattle Central College Associate of Arts Design

Seattle WA
September 2019 -June 2021

The design program at the Seattle Central Creative Academy is a specialized intense two year program focused on teaching foundational design principles and modern design practices.

Skills

UX	Visual	UI	Motion	Code
Interaction	Layout	Figma	After Effects	HTML/CSS/JS
UX Strategy	3D Design	Adobe Suite	Blender	React/Next.js
Prototyping	Motion Design	Protopie	Houdini FX	Tailwind CSS
User Testing	Art Direction	Affinity Suite	Cinema 4D	Swift UI
	Type Design	Sketch	Davinci Resolve	Typescript
			Rive	