COLIN BRANDT

colinbrandt.us • colin.m.brandt@gmail.com • 503.929.2228

EXPERIENCE

Principal Product Designer at Microsoft
Apr 2024 - Present

- Leading interaction and storytelling for the Time + Places Experiences team, which builds both Microsoft Places and the Microsoft Calendar that powers Outlook and Teams
- Concepting, designing, and refining AI-powered experiences for Microsoft Copilot
- Leveraging UX engineering practices to deliver working code that directly improves the user experience of our products
- Organizing design sprints that shape the future of our experiences

Free-Time Game Designer & Engineer
Feb 2017 - Present

- Designed an educational tabletop game that got signed by the publisher MindWare, due for release in Spring 2025
- Used Unity to develop and release the game Drop Cats for iOS and Android with my brother
- Placed in the top 10 of the “18 Card Challenge” game design contest held by Button Shy Games
- Designed, illustrated, and shipped the card game called Summon & Sacrifice
- Prototyped a Duo Pinball game for the Surface Duo using Unity and C-Sharp
- Created XR explorations, including a VR house visualization on the Oculus Quest and a layered AR postcard

Principal Product Design Manager at Microsoft
Dec 2022 - Apr 2024

- Led product design for Microsoft Places - a new app that helps employees and leaders navigate the hybrid workplace
- Managed an incubation design team called Outlook Accelerator, focused on innovation in communications and time management

Senior Product Design Manager at Microsoft
Nov 2020 - Dec 2022

- Led product design for a responsive React web app in a new product category for Microsoft
- Defined product roadmap from alpha phase through GA, and then extending into the growth phase
- Introduced and followed processes for transforming early adopter feedback into shipped features

Senior Motion Designer at Microsoft
Mar 2020 - Nov 2020

- Designed and prototyped experiences for Surface Duo, Your Phone app on Windows, Microsoft Launcher on Android, and Edge on iOS and Android
- Collaborated with engineering to implement gesture-driven motion design on mobile
- Directed, storyboarded, shot, composited, editing, and animating story reels and video assets for external use and for internal leadership

Motion Designer II at Microsoft
Feb 2018 - Mar 2020

Motion Designer at Microsoft (through Aquent)
Aug 2017 - Feb 2018

Freelance Motion Designer
Mar 2015 - Aug 2017

Studios / Wongdoody, Juliet Zulu, World Famous, Very True Story, Students Squared, Drive, Citizen, Sockeye...
Roles / Direction, illustration, 2D/3D design, 2D/3D animation, UX/UI animation, compositing, editing
Clients / Amazon, T-Mobile, Papa Murphy’s, SIFF, Google, T-Mobile, Adobe, Adidas, AT&T, Intel, ADP, Cvent...

Senior Motion Designer at Citizen
Oct 2012 - Mar 2015

- Created UX/UI motion studies for mobile apps and websites
- Supervised video team, conducted interviews
- Directed, designed, composited, and animated videos

Motion Design Instructor at The Art Institute of Portland
Jan 2012 - Mar 2012

Taught a 400-level class on advanced After Effects techniques

Freelance Motion Designer
Mar 2010 - Oct 2012

EDUCATION

B.F.A. Visual Effects & Motion Graphics
Dec 2010

The Art Institute of Portland
Graduated with high honors