

Christina Ergonis

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UX / PRODUCT DESIGN

Design Leadership | Strategic Product Vision | UX Excellence

Strategic design leader with a track record of shaping visually compelling, scalable products across platforms. Known for driving design excellence, leading high-impact teams, and delivering inclusive intuitive experiences. Combines craft, systems thinking, and mentorship to create user-centered solutions that elevate business outcomes.

WORK EXPERIENCE

Senior Product Design Lead & Design Manager, Microsoft Outlook, Redmond WA January 2018 – May 2025 Visual Identity, Branding, Design Systems & Framework

- Scaled a unified design system for 400 million+ Outlook users, improving usability and visual cohesion across Windows, web, and mobile endpoints (Android, iOS, and iPad).
- Led the global launch of Outlook's visual identity, including app icon, theming, and marketing assets, strengthening brand coherence and earning positive internal and user feedback.
- Founded and scaled the Outlook Design System, reducing redundancy and increasing velocity by 20%.
- Directed visual strategy across platforms, enhancing typography, color, iconography, and navigation to reduce cognitive friction and strengthen brand trust.
- Championed user-centered design culture through AI learning initiatives, peer workshops, and internal studio events, boosting team engagement and cross-functional collaboration.
- Managed and mentored a team of 4 designers; led design system integration across 5 additional teams; partnered with external agencies and presented regularly to senior stakeholders and internal all-hands.

Product Designer 2, Microsoft Outlook, Bellevue WA January 2015 – January 2018 Visual Identity, Branding, Design Systems, & Framework

- Unified the M365 brand personality, headers, navigation, and color systems, across Outlook, Word, OneNote, and PowerPoint, creating a seamless user experience.
- Integrated illustration and teaching UI frameworks for onboarding clarity and emotional engagement.
- Established visual design standards and component libraries that streamlined collaboration and reduced redundant design efforts across teams.
- Collaborated closely with a 5-person internal design team and partnered with PM and engineering feature crews to align on vision, ensure feasibility, and accelerate delivery.

UX Designer, Microsoft Exchange, Redmond WA December 2010 – December 2014 UX/UI & Visual Design

- Led design for core Outlook Web App modules on mobile and tablet, improving productivity and cross-device continuity for enterprise users.
- Created scalable UI patterns, streamlining handoffs and accelerating engineering delivery.
- Partnered closely with product and engineering to ship polished, responsive experiences that elevate user satisfaction and product quality.
- Drove alignment across a tight-knit 4-person design team and multiple feature crews; presented design strategy and updates to cross-discipline stakeholders.

UX Designer, Xbox LIVE Studios, Redmond WA May 2010 – December 2010 UX/UI & Visual Design

- Created UX and visual concepts for Xbox LIVE apps, contributing to platform engagement and feature growth.

- Delivered a pitch design for the UFC app that secured partnership deals and led to new app development.
- Enhanced the Netflix console app interface, improving usability and visual polish for a high-traffic experience.
- Partnered with 2 design leads to translate vision into production-ready UX, from concept to launch.

UX Designer, Microsoft Pioneer Studio, Seattle WA

May 2009 – May 2010

UX/UI & Visual Design

- Collaborated within a highly interdisciplinary team of designers and developers, focusing on innovation for incubated hardware and software products like Zune, KIN, and Courier.
- Built icons, tiles, and system themes for unreleased hardware, achieving visual consistency under constraints.
- Crafted core utility apps (calendar, calculator) with clarity and efficiency in hardware-optimized UX.

Senior Art Director, Wunderman Team Detroit, Dearborn, MI

February 2007 – May 2009

Multimedia Advertising & Visual Design

- Led digital campaigns for Ford/Lincoln/Mercury, delivering award-winning activations.
- Art-directed the Lincoln MKZ launch campaign, blending luxury branding with compelling interactive storytelling.
- Managed cross-functional teams to deliver rich-media ads on time, on budget, and with high client satisfaction.
- Presented directly to clients and creative leadership; partnered with writers and production teams to craft funded, approved concepts from pitch to execution. Exceeded engagement goals and helped secure new client work.

Artist/Designer, Freelance / Various Companies, MI

May 2005 – February 2007

Branding, Advertising & Design

- Created digital design across industries, building strong creative and collaboration skills in client environments.
- Delivered work in fast-paced, multidisciplinary settings, strengthening communication and adaptability across diverse stakeholders.

LEADERSHIP & DESIGN SKILLS

Leadership: Strategy & Vision, Storytelling, Mentorship & Team Development, Cross-Functional Alignment

Design: UX & UI Design, Design Systems & Accessibility, Visual & Art Direction, Prototyping & Tools

Software: Figma, Adobe Creative Cloud, AI-Integrated Workflows, Microsoft 365, Azure DevOps

EDUCATION

Bachelor of Fine Arts, College for Creative Studies, Detroit, MI

Communication Design

Dale Carnegie Leadership Course

Internal Training

Numerous internal training sessions around Leadership, Management, Influence and other soft skills.

PATENTS

2014028219, 20140278666, D626137, D626140, D744520, 20150370464, 20150370904, 11416115