

Christina Ergonis

Design Leadership | Strategic Product Vision | UX Excellence

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Woodinville, WA

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, accessible, and intuitive experiences. Combines craft, systems thinking, and mentorship to create user-centered solutions that elevate business outcomes and meet real-world needs.

Work Experience

Senior Product Design Lead & Design Manager

(7yrs 5mo) Jan 2018 – May 2025

Microsoft – Outlook Design | Redmond, WA (Remote)
Visual Identity, Design Systems, & Brand Strategy

- Directed Outlook's brand expression across app icon, theming, and marketing visuals—launching globally across platforms and seen by 400 million users; praised for clarity, cohesion, and brand resonance.
- Established horizontal visual strategy to unify aesthetics across Outlook, improving satisfaction, trust, and design adoption; increased internal design velocity by 20% through reusable visual patterns.
- Founded and scaled the Outlook Design System, enabling consistent, high-quality design across multiple teams; reduced redundancy and accelerated cross-platform development.
- Led foundational visual strategy for Windows & Web, enhancing typography, color, iconography, and navigation; improved usability, reduced cognitive friction, and strengthened brand coherence.
- Fostered design culture and team growth through AI learning initiatives, workshops, and studio identity efforts; increased team engagement and cross-functional collaboration.

Product Designer II

(3yrs) Jan 2015 – Jan 2018

Microsoft – Outlook & Office 365 Design | Redmond, WA
Visual Identity, Design Systems, & Framework

- Led design for Universal Win32 Mail & Calendar, delivering a cohesive Windows experience that improved usability and reinforced platform consistency across millions of consumer and enterprise users.
- Defined and unified M365 brand personality, aligning suite-level visuals—headers, navigation, and color systems—resulting in stronger brand coherence and cross-app familiarity.
- Championed visual design standards across the greater organization, driving design quality and alignment across teams; accelerated collaboration and reduced redundant design effort.
- Integrated illustration and teaching UI, creating reusable frameworks that increased user clarity, emotional engagement, and improved feature onboarding across partner teams.

UX Designer

(4yrs) Dec 2010 – Dec 2014

Microsoft – Exchange | Redmond, WA
User Experience, User Interaction, & Visual Design

- Designed core modules for OWA (mobile/tablet), enhancing productivity and cross-device continuity.
- Created scalable design patterns and redlines, improving visual cohesion and design-engineering alignment.
- Partnered with PM and engineering to deliver polished, user-centered responsive experiences.

UX Designer

(8mo) May 2010 – Dec 2010

Microsoft – Xbox LIVE Studios | Redmond, WA

- Designed UX and visual concepts for Xbox LIVE entertainment apps, contributing to platform growth and engagement.
- Delivered the UFC app pitch design, directly supporting the formation of the UFC partnership and new app development.
- Enhanced Netflix console app, improving usability and visual polish for a top-traffic experience.

UX Designer

(1yr) May 2009 – May 2010

Microsoft – Pioneer Design Studio | Seattle, WA (Contractor)

- Led visual design for unreleased hardware interfaces, including icons, tiles, and system themes.
- Designed core utility apps (calendar, calculator) with a focus on clarity and hardware-optimized UX.

Senior Art Director

(2yrs 4mo) **Feb 2007 – May 2009**

GTB – Wunderman Team Detroit | Dearborn, MI

- Led digital campaigns for Ford, Lincoln, and Mercury, contributing to major wins and high-performing web activations.
- Art-directed the 2010 Lincoln MKZ launch, blending luxury branding with interactive storytelling.
- Delivered multi-million dollar rich-media ads, exceeding engagement goals and driving traffic.
- Managed cross-functional teams, delivering high-volume projects on time and on budget.

Multimedia Designer

(1yr 1mo) **Feb 2006 – Feb 2007**

Aquent | Southfield, MI (Contractor)

- Delivered design solutions for top agencies (JWT, Wunderman), supporting fast-paced consumer campaigns.
- Created impactful visuals across web, display, and multimedia.

Graphic Designer

(8mo) **Jul 2005 – Feb 2006**

G&G Advertising | Birmingham, MI

- Designed branding, signage, and promotions to boost visibility for commercial and public sector clients.

Leadership & Design Skills

Design Strategy, Artistic & Managerial Leadership, Mentorship & Team Development, Cross-Team Collaboration, Management, Presentations & Executive Communication, Storytelling & Narrative Crafting, UX Design, User-Centered Design Thinking, User Research, UI Design, Visual Design Language, Art Direction, Accessibility Design, Design Systems, Prototyping, Figma, Adobe Creative Cloud, Microsoft 365, Agile Methodologies, Artificial Intelligence (AI) Integration in Design

Education

College for Creative Studies · Detroit, MI

Sep 2001 – May 2005

Bachelor of Fine Arts, Communication Design

Certificates

Dale Carnegie Leadership Course | Microsoft | Sep 2018

References

- Tasha Lutfi | Partner Director of Design at Microsoft | tashal@microsoft.com
- Tracy Childers | Principal Studio Manager at Microsoft | tracy@xbox.com
- Colin Moll | Principal Motion Design Manager at Microsoft | colin13moll@gmail.com