

Charles Honig

Product Designer

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SUMMARY

I'm a product designer with 7+ years of experience and a background in visual design, spanning agency and in-house work across tech, healthcare, real estate, and e-commerce. I'm experienced in taking software from 0 to 1 (idea to shipped product), building agentic AI experiences, and working with AI deeply integrated into the design and development workflow. **Currently at Microsoft, leading design on enterprise employee experience software**, turning complex, ambiguous problems into scalable, user-centered experiences that drive measurable business results.

EXPERIENCE

Microsoft | Seattle, WA

Product Designer 2

2022 - Present

- Lead design across multiple enterprise CELA (legal) and HR products, including LegalEase, Docuify Contracts, and MIMS Immigration, serving 60K+ users annually, driving \$35M in annual cost savings and eliminating 175K hours of manual work
- Lead design of agentic AI experiences, including a contracts portal agent (30K monthly visitors) and the AI help experience on Microsoft's website (live in 14 countries, \$800K in annual savings), and shipped functional frontend AI prototypes to software engineering partners
- Led design on Give vNext, modernizing Microsoft's employee giving platform used by 200K+ employees, supporting 35K+ nonprofits, and contributing to \$520M+ raised through the platform
- Partnered cross-functionally with product managers, software engineers, and business stakeholders from discovery through launch
- Presented design strategy and rationale to CELA and HR leadership with clear storytelling, and mentored designers through design critiques
- Established reusable design components and UX standards across legal and HR workflows, improving consistency, craft, and speed
- Earned three Microsoft Beacon Awards (FY24, FY25, FY26) for driving outstanding design on the Give vNext, LegalEase, and Litigation Hold Management platforms

Microsoft | Seattle, WA

Product Designer 1

2021 - 2022

- Designed and shipped employee-facing software products and platforms that power internal Microsoft operations
- Led end-to-end design across UX, UI, design systems, branding, and illustration, working closely with product managers, engineers, and business stakeholders from concept through launch
- Led design on the Internal Talent Marketplace, building its design system and mapping employee journeys to make internal moves easy, lowering attrition risk by 25% and saving an estimated \$30K per move

TRAFFIK | Irvine, CA

Visual Designer

2019 - 2021

- Worked on a large creative agency team across branding, UI, and digital design for clients spanning multiple industries
- Collaborated closely with senior art and creative directors in a fast-paced, deadline-driven environment, maintaining a high standard of quality and craft while supporting global brands including Meta, Ingram Micro, Abbott, and Edwards Lifesciences

EDUCATION

University of Oregon

Bachelor of Science, College of Art & Design

SKILLS

Design: Product Design, UX/UI Design, Interaction Design, Visual Design, Motion Design, Design Systems, UX Strategy, Systems Thinking

AI: Agentic AI Design, AI Prototyping (Web, Mobile), Prompt Engineering, LLM Integration

Research: User Research, Usability Testing, User Interviews, Concept Testing, Data-Informed Design, Product Strategy

Engineering & Tools: Frontend Engineering (React, TypeScript, Next.js), Figma, Claude Code, Prototyping, Accessibility (WCAG)