



# Vesa Rautiainen

Product Designer

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## PROFILE

Product designer with end-to-end experience turning complex problems into intuitive, user-centered solutions. I combine UX, product thinking, and developer skills to transform ideas into polished digital experiences. I love applying my skills for practical impact while continuously improving my processes through tooling, automation, and AI.

## DESIGN SKILLS

Design thinking, Concepting, User flows, Prototyping, Design systems, User research, AI UX, Accessibility

## TOOLS

Figma, Sketch, Framer, Photoshop, Lightroom, GIMP

## PROGRAMMING

Javascript / Typescript, HTML, CSS, Qt QML, C++, Symbian, Git, GitHub

## EXPERIENCE

### Principal Designer, Microsoft

Aug 2021 - Oct 2025, Remote

- Designed AI-powered features for Visual Studio developer tools, including code editor, debugging, diagnostics, version control, and many others.
- Developed AI design guidelines and drove their adoption across technical feature teams.
- Mentored multiple Developer Division designers and led peer mentoring groups.

### Senior Designer, Microsoft

Aug 2017 - Sep 2021, Remote

- Designed and improved developer workflows in Visual Studio: Code editor, Pull requests, Integrated Terminal, IntelliCode (AI), Find in Files, Settings, and many others.
- Re-designed complex version control UX. Work included tens of user interview and tests, data analysis, design iterations and strong cross-team collaboration.
- Created Figma component libraries and helped maintain the design system.

### Lead Interaction Designer, Canonical Ltd

Jul 2014 - May 2017, London, UK / Remote

- Recruited and led prototyping team of three that sped up design, user testing and implementation work and improved in-house communication.
- Multi-form-factor UI platform for phones, tablets and desktops. Responsibilities included UX and information architecture design, touch gestures, transitions, and animations.
- UX design and prototyping of core Ubuntu UI features such as indicators, Launcher, multi-display support and multi-workspace support.

## **User Experience Prototyper, Canonical Ltd**

Nov 2011 - Jul 2014, London, UK

- Hi- and Lo-fidelity prototyping of Linux-based mobile operating system and core applications.
- Implemented the initial code base for the Ubuntu Phone (mobile OS) demo release (CES 1/2012).
- Successful execution of Ubuntu Phone Application switcher which gained positive recognition throughout the company and the Ubuntu community.
- Organised in-house prototyping training with Qt QML.

## **Senior Software Engineer, Nokia Corporation**

Aug 2009 - Nov 2011, Tampere, Finland

- Camera application development for Nokia 808 camera phone using Qt QML and Qt C++.
- Led architecture work for shared data model integration between Camera and Gallery applications.
- Acted in software committer role (trusted gate keeper) in agile SW development process.
- Essential role in making the product that was awarded: "Best New Mobile Handset, Device or Tablet at Mobile World Congress 2012"

## **Design Engineer, Nokia Corporation**

Oct 2005 - Aug 2009, Tampere, Finland

- Multimedia application development using Symbian C++
- UI toolkit development using Qt QML and Qt C++. Responsible for component architecture, API design, and unit testing.
- Agile scrum master.

## EDUCATION

### **Master of Science - Electronic Engineering, Tampere University of Technology**

1998 - 2007, Tampere, Finland

## LANGUAGES

Finnish (Native)      English (Professional proficiency)

## PERSONAL

Photography enthusiast. Flickr : <https://www.flickr.com/photos/vprphotos/>

Pyhä Slalom Registered Association - Board member, webmaster

Pyhäjärvi Lake Care Association - Board member

## REFERENCES

References available upon request.