



Cameron Lock

Design Manager

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ABOUT

I'm currently a Design Manager at Microsoft in San Francisco, where I led the recent redesign of Yammer's mobile products and helped implement the company's first mobile design system. I am guided by a focus on customers and a process that helps me understand their needs, arrive at solutions to complex problems and uncover opportunities.

Cross-functional collaboration and a human-centered approach to meeting business goals are two of the core strengths I bring to my role as a design manager and member of a product team.

EXPERIENCE

Microsoft

San Francisco, CA

Principal Design Manager Sep 2021 - Present

Senior Design Manager Jun 2021 - Sep 2021

Built a team of 5 designers driving development of new features involving core identity and rich media sharing that will be served across multiple endpoints within the Microsoft 365 enterprise product suite.

Senior Designer - Mobile Design Lead Oct 2018 - Jun 2021

Led a team of 4 designers and 15 engineers in a large-scale redesign of the mobile experiences for Yammer, a tool in the Microsoft 365 suite. Drove key aesthetic and architectural decisions that pushed Microsoft's mobile identities in a new direction, spurring growth and user engagement in the company's mobile platforms. Collaborated across product teams to build and implement Microsoft's first mobile design system, providing a basis to share code and streamline experiences across previously disparate interfaces.

VALUES

Fostering supportive and inclusive team culture that celebrates trial, error, successes, individual superpowers, and shared opportunities for learning and growth.

Developing and evolving design processes rooted in deep understanding of users and where they're coming from.

Building exploration and envisioning into the ROB of a design team, as well as organizing regular opportunities for cross-disciplinary brainstorming and ideation.

TOOLS

Figma, Sketch, Principle, After Effects, Notion

Product Designer Apr 2014 - Oct 2018

Formalized and refined a design process rooted in understanding customer needs that incorporates broad exploration and provides clarity, accountability, and transparency to stakeholders throughout the design cycle. Improved Design-Engineering communication by implementing more collaborative processes that involved engineers early on and at set checkpoints in the development cycle. Designed core features and workflows for the Yammer product, receiving a patent award for designs that optimized social feeds for workplace communication.

COMMUNITY INVOLVEMENT

Inneract Project

Course Instructor, Volunteer
Curriculum creation and instruction for the Bay-Area based nonprofit, whose mission is to introduce Black and Brown young people to the field of Design and channel their creativity into viable career paths.
2016 - Present

Resolve Network, Inc.

Board of Directors
Helped establish the first microlending program to operate in areas of active conflict as a means of peacebuilding. Assisted with writing the organization's by-laws, fundraising, and establishing visual identity.
2010 - 2016

Jubilee Arts Baltimore

Resident Artist
Facilitated community murals and public art installations, taught special courses in public schools and in community centers to youth and adults in design, printmaking and visual art. City of Baltimore Public Schools Award of Appreciation received.
2010 - 2012

Kanjoya, Inc. (now Ultimate Software)

San Francisco, CA

Product Designer Jan 2013 - Apr 2014

Provided design, user research, and feature ideation for the Product, Engineering and Executive teams of small and fast-growing company developing a consumer social web product and an enterprise analytics application. Worked with Product Managers to build and rework features that reinforced the product's core value proposition. Worked side-by-side with engineers to optimize handoff processes. Architectural and visual refinements helped increase monthly active user count by 40% over the course of one year.

Independent Contractor

San Francisco, CA • Baltimore, MD

Designer Sep 2010 - Jan 2013

UI/UX design, branding, and asset creation for clients including Deliveroo, Moovweb, BlazingCloud (IndieGogo), and the podcast 99% Invisible.

EDUCATION

Coursework, Graphic Design

Maryland Institute College of Art
2011

BA Sociology - Minor, Visual Art

University of Maryland - College Park
2008