

# Sean Smith

Product designer and leader with 15+ years of experience shaping AI-native, cross-platform products. Known for a player/coach approach that blends hands-on craft, systems thinking, and leadership with a modern, builder oriented mindset. Actively embrace generative design and AI-assisted development workflows to move faster from concept to production, using emerging tools to prototype, test, and ship ideas with clarity and quality at global scale.

## SEAN SMITH DESIGN

### FRACTIONAL PRODUCT DESIGNER & BUILDER

Nov 2025 – Present

- Hands-on product design and development for early-stage teams, from product definition through production.
- Building native and web apps using AI-assisted development workflows.

## MICROSOFT

### MICROSOFT OUTLOOK

2021–December 2025 | Principal Product Design Leader  
*(previously Senior and Principal Product Design Manager roles)*

- Led design for Outlook Mobile and Mac through 2x+ MAU growth, spanning AI-powered experiences and core reading workflows.
- Player/coach approach: hands-on design and prototyping balanced with strategic direction and cross-functional leadership.
- Managed and mentored a global design team of 11, from early career through principal level.
- Drove design systems adoption to reduce design debt and improve consistency across Outlook and partner teams.

### MICROSOFT MILEIQ / SMB INCUBATION

2015 – 2021 | Senior Designer & Senior Design Manager

- First in-house designer at MileIQ (pre-acquisition); guided the transition from startup to Microsoft.
- Led design across a suite of SMB and consumer apps including MileIQ, Spend, Visits, and Money in Excel.
- Supported hiring and growth of the design team while balancing hands-on execution with product strategy.

## CONTACT

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## PROFESSIONAL DEVELOPMENT

### Future London Academy

Executive Programme for Design Leaders  
("Design MBA") | 2025-2026

### Designer Fund

Design for Business Impact | 2019

## SKILLS

### Leadership & Strategy

Design Leadership, Team Management, Product Strategy, Storytelling, Mentorship, Human Centered Design, Cross-functional Collaboration

### Favorite Tools Right Now

Claude Code, Cursor, Figma, v0, Vercel, Wispr Flow, Lovable, Jitter, Remotion

## EDUCATION

### Art Institute of California - San Francisco

Graphic Design | 2007-2010

### Academy of Art

Graphic Design | 2006-2007