

Grant Florence

Product Designer · San Francisco, CA · gfflorence3@gmail.com · grantflorence.com

Product design engineer with nearly three years shipping AI and developer products at Microsoft Azure.

EXPERIENCE

Microsoft

Product Designer, Cloud and AI

08/2023 – Present

- Prototyped the prompt-and-confirm interaction for Copilot for AKS Run Command directly in code — developers fix clusters by describing the problem instead of hunting for commands; cut task time by **roughly 70%**.
- Sole designer on Azure's Troubleshooting Agent, a recently launched agentic flow that diagnoses cluster issues. Designed and prototyped the patterns that make it show its reasoning and ask before acting — a novel interaction with little precedent.
- Led visual and interaction design for Kubernetes Center, the console most Azure teams use to run Kubernetes, rebuilding the resource-creation flow and visual hierarchy. In the first three weeks, AKS deployments rose **27%** and fleet creation **131%**.
- Built and owned the Figma component libraries and React design system the Azure Kubernetes org now designs and builds from — speeding engineering handoff and keeping surfaces consistent.
- Designed Azure OpenAI's app-creation flow: a first AI app went from **hours and 5+ steps to minutes**, becoming the reference pattern **thousands of developers** now start from.
- Ran sessions and wrote the docs that got a **40-plus-person design studio** building with AI — GitHub Copilot and our Fluent UI MCP server — working directly in React.

Microsoft

Product Design Intern

06/2022 – 08/2022

- Designed and tested prototypes for Azure Quick Start Center, an onboarding concept for first-time Azure users; ran **6 usability sessions** with enterprise engineers and folded findings back into the designs.

Motorola Solutions

Product Design Intern

08/2021 – 05/2022

- Unified and modernized three aging internal tools into a single interface for configuring hardware, so the job no longer meant jumping between three systems to finish one task.

Cargill

UX Design Intern

06/2021 – 08/2021

- Designed a mobile app prototype for the consumer dining sector, including multiple prototypes built in under 48 hours for an internal hackathon.

PROJECTS

Microsoft Global Hackathon

"Everyday AI" Challenge — 1st place

2024

- Led the early design and visual concept for an AI product experience that won **first place out of 500-plus teams** and was presented to Microsoft Research president Peter Lee.

EDUCATION

University of Illinois at Urbana-Champaign

B.S. Information Sciences, HCI focus

2019 – 2023

- James Scholar Honors Program

SKILLS

Front-end engineering: React, TypeScript, HTML/CSS, SwiftUI; component libraries; CSS motion and micro-interactions; pixel-perfect implementation.

Design craft: Typography, color, layout, iconography; Figma component libraries; motion and interaction design; high-fidelity coded prototypes.

AI product design: Trust, explainability, and user control; agentic and human-in-the-loop workflows; prompt and interaction design.

Rapid prototyping: Claude Code and Cursor across React, SwiftUI, web, Firebase, Supabase, Vercel — validated in hours.

Tools: Figma, VS Code, Cursor, Xcode, GitHub, Azure DevOps.