

AMANDA NEVES

Seattle, WA | amanda-neves.com
linkedin.com/in/amanda-neves-038113

PRINCIPAL PRODUCT DESIGNER | AGENTIC UX FOR ENTERPRISE AI, SECURITY & DEVICE MANAGEMENT

Principal Product Designer leading UX for agentic security and AI experiences across Microsoft Security, enterprise device management, and **Windows 365**. Drives design direction from early concept through Public Preview, establishes reusable patterns adopted across teams, and aligns design, PM, engineering, and research toward coherent product experiences.

CORE SKILLS

AI / Agentic UX | Enterprise & Admin UX | Windows 365 | Design Systems & Reusable Patterns | Interaction Design | Information Architecture | AI-first Prototyping (VS Code + GitHub Copilot) | Accessibility | RBAC | Copilot for Security | Cross-functional Leadership & Mentoring | Figma

PROFESSIONAL EXPERIENCE

MICROSOFT, Redmond, WA

May 2000 - September 2026

Principal Product Designer (Design Lead), January 2024 - September 2026

- Shaped UX for AI agents in enterprise security products — designing multi-step, autonomous workflows that required human review and approval before any high-impact action was taken. This early design foundation fed into Project Perception, Microsoft's publicly launched multi-agent security system.
- Delivered multiple AI agents into public preview — defining the interaction model, permissions, and governance patterns for agents as a managed system, not one-off features. Owned end-to-end design for the Vulnerability Remediation and Policy Configuration agents; drove design strategy across the broader agent portfolio.
- Bridged the security design-systems (SFE) team and the Intune product team — consuming shared components while contributing new agent-specific patterns back into the shared system, adopted org-wide.
- Developed a set of interaction patterns for AI agents — covering how suggestions are presented, how a remediation plan is generated, and how a person reviews and approves an agent's proposed action before it executes — now used as shared components across the product.
- Constructed the UX for AI-driven vulnerability remediation — including suggested fixes, reasoning, approval, and progress tracking. An early customer cut a two-week remediation process down to under two minutes.
- Served as org-wide design lead and team multiplier: guided the broader design team through reviews and critiques, mentored designers, enabled smooth design-ownership handoffs, and drove cross-discipline alignment across design, PM, engineering, research, and content.

Senior Product Designer (Design Lead), Windows 365 Management, Intune, January 2019 - January 2024

- Led design for the Intune-based Windows 365 admin experience — provisioning, onboarding, management, health, and troubleshooting — from the early pre-launch phase forward.
- Owned design for Windows 365 Frontline/Flex (shared, partial-use Windows 365 instances); designed provisioning, management, and reporting, shipped to Private Preview.
- Designed the Windows 365 health dashboard in Endpoint analytics (connection quality, latency, crashes, health scoring) and Windows 365 reporting.
- Led a research-backed IA change — 'Windows 365' and 'Cloud PC creation' now clearly separated with a new Device Onboarding section — resolving documented admin confusion between Windows 365, Microsoft 365, and Office 365.
- Owned Boot to Windows 365 on Windows Pro UX; Windows 365 Boot & Switch V2 shipped to Public Preview (Jan 2024) with design credit.

Senior UX Designer, December 2015 - January 2019

- Owned end-to-end UX design for Windows Virtual Desktop, a new enterprise virtualization product, from early concept through General Availability - including the admin console and app-publishing workflows - publicly showcased at Microsoft's flagship enterprise conference.
- Delivered the unified home page and information architecture for Microsoft Endpoint Manager (MEM), consolidating two separate legacy admin consoles into a single coherent product, unveiled to the enterprise IT community at Ignite 2019.
- Served as the sole formal UX sign-off authority for two major enterprise products (Intune and Configuration Manager) for over three years, reviewing and approving all shipped UI.
- Designed and shipped "Specialized Devices" management, a new high-visibility workload (kiosk and multi-app device scenarios), establishing design patterns later adopted product-wide.
- Redesigned mobile app management (MAM) reporting - replacing one oversized report with a modular, filterable pattern - and created a new "Advanced Filter" design pattern subsequently adopted across the product.

UX Designer / UX Designer II, January 2011 - December 2015

- Delivered UX for System Center Essentials, System Center Configuration Manager (SCCM), and Windows Server management scenarios, progressing from UX Designer to UX Designer II.
- Redesigned the Intune sign-up and onboarding experience end-to-end across three separate properties (marketing site, admin console, sign-up flow) - a high-visibility initiative reviewed and approved directly by senior executive leadership.
- Led a console-wide UX consistency audit - documenting inconsistencies across the entire admin product and presenting findings to engineering leadership - helping establish design standards used going forward.
- Identified the need for and drove creation of a self-service design toolkit, adopted broadly by product managers and designers as a scaling tool across the organization.

Web Developer / Systems Administrator, May 2000 - December 2011**Web Developer / Systems Administrator**

- Built technical and design foundations across web development, systems administration, and marketing communications.