



Vaclav Vancura

Senior Designer and Design Lead

[linkedin.com/in/vaclav-vancura](https://www.linkedin.com/in/vaclav-vancura)
dribbble.com/vancura
vaclav@vancura.design
Prague, Czechia

Professional Summary

Senior Designer and Design Lead with over 27 years of experience in UI/UX and front-end development, specializing in accessibility, AI-enhanced design, and macOS UI expertise. Known for bridging design and engineering at Microsoft, Xamarin, and Universal Entities, with a proven track record in leading cross-functional teams and integrating user-focused design strategies.

Projects and Achievements

- Led the Visual Studio for Mac design team at Microsoft, serving as the macOS Subject Matter Expert.
- Key contributor to Xamarin's UI/UX design.
- Developed games and AI-integrated tools at Universal Entities.
- Regularly collaborated with developers across Microsoft, guiding them in adhering to Apple Human Interface Guidelines.

Skills

- UI/UX Design, Accessibility, Product Design, Design Systems, Cross-platform UI Design, macOS UI Expertise.
- AI Integration in Design (OpenAI API, AI-powered scripts).
- Icon Design, Visual Language Development.
- Front-End Development (TypeScript, HTML, CSS, Vue.js, C#, XAML, Python).
- Game Development, Mobile Application Development, Performance-critical Development.
- Figma, Adobe Photoshop, Microsoft Visual Studio Code, JetBrains Rider, Unity.
- Community Engagement, Cross-team Collaboration, Leadership in Design.

Work Experience

Universal Entities (August 2021 - November 2023)

Game Designer and Developer

- Launched a game on Steam and led the development of a mobile game.
- Significantly contributed to enhancing game performance and improving usability for game designers.
- Used OpenAI API to enhance the game design toolset and processes.

Microsoft (July 2016 - August 2021)

Senior Design Lead (March 2020 - August 2021)

Senior Designer (July 2016 - March 2020)

- Headed the Visual Studio for Mac design team, focusing on accessibility and user-friendly interfaces.
- Pioneered the adoption of Figma at Microsoft, revolutionizing design collaboration and process efficiency.
- Served as the macOS Subject Matter Expert, guiding design standards for Mac-related products.

Xamarin (January 2013 - June 2016)

Senior Designer

- Played a key role in the UI/UX design of Xamarin's product suite, adhering to multiple platform standards.



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- Co-led the design of Xamarin Evolve 2016 keynote, contributing to the acquisition of Xamarin by Microsoft.

SAY Media (July 2011 - March 2013)

Web Design Specialist

- Developed a CSS/JS/HTML framework, becoming the backbone for the company's online products.

Disturb Media (March 2011 - June 2011)

Actionscript Developer

- Developed an interactive site for WWF's 50th anniversary, blending technology and storytelling.

Falanxia (January 2010 - March 2011)

Actionscript Developer

- Merged roles of UI designer and front-end developer, focusing on Flash engineering for Facebook games 'Bzoonk' and 'Bzoonk Bar'.
- Managed client-server communication and game optimizations for smooth device performance.

Albatros Media a.s. (January 2004 - January 2007)

Actionscript Developer

- Created interactive CD-ROMs, combining design, illustration, animation, and technical skills.
- Developed educational and engaging content, focusing on puzzle concepts and literary themes.

Trade & Leisure Publishing (January 2000 - December 2003)

Illustrator, Flash Designer and Developer, Web Designer and Developer

Samba Digital Media (January 2000 - March 2001)

Senior Client Side Specialist

Freelancing (1998 - 2011)

Flash Designer and Developer, Animator, Illustrator, Web Designer and Developer, Brand Designer, CD/DVD Multimedia Producer

- Evolved from designer/animator to developer in Flash.
- Explored numerous programming languages, IDEs and platforms, laying the foundation for future software development roles.

Additional Contributions

- Organized Indie Game Developer and Figma User Groups in Prague.
- Member of M1MO, Jsem.cz, and Neurobion design groups.

Hobbies

Illustration and Photography