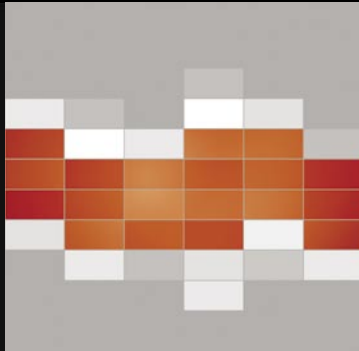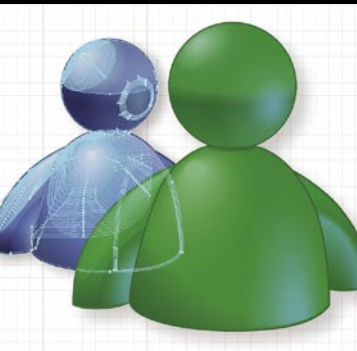**Microsoft**
microsoft.com/design

Design at Microsoft

Our great challenge: Instill our products with spirit and magic. Therefore, we strive to create an environment that nurtures the spontaneity and inspiration so crucial to good design. **In short, we seek to create products that people love.**

From pixels to plastix, designers
here work on a wide range of products

X-Box and Games

Hardware

Ubiquity

"Existing everywhere"

Omnipresent, universal, global, abundant, integrated, permeating, here, there, everywhere, aboard, on board, at home, afield, on the spot, in the presence of, before, under the eyes of, under the nose of, in the face of.

From the phone in your pocket to the pda in your backpack, computers truly are "here, there, and everywhere"
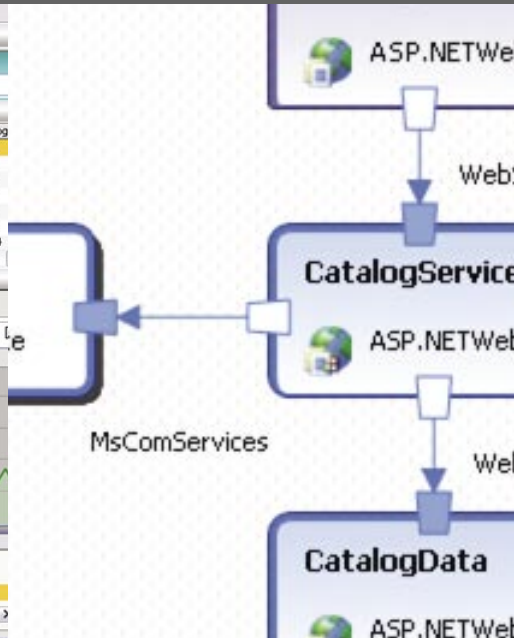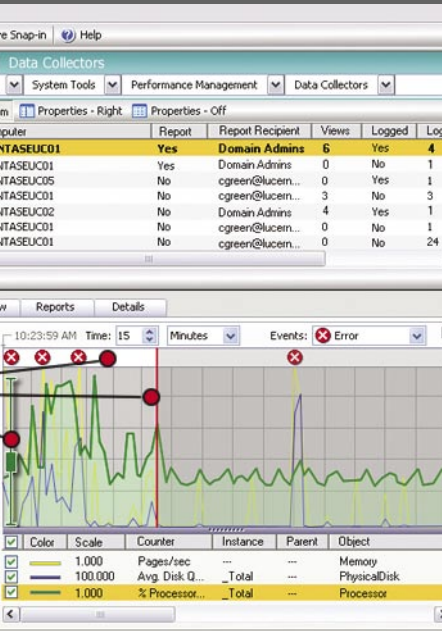
Mobility

The butterfly never sleeps

Mission critical software

"A product that you create here may be used by 800 million people, which is an unprecedented scope for impact. Designers here have amazing reach."

— Surya Vanka, Manager UX Excellence

Server and Tools

Some people spend more time with Office than the love of their life

Office

Artist: Joss Stone

03:31

At the heart of your PC and the core of our business

Windows

Definitely not business as usual

Microsoft Business Solutions
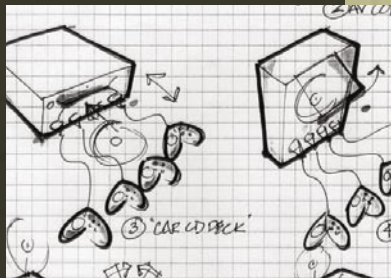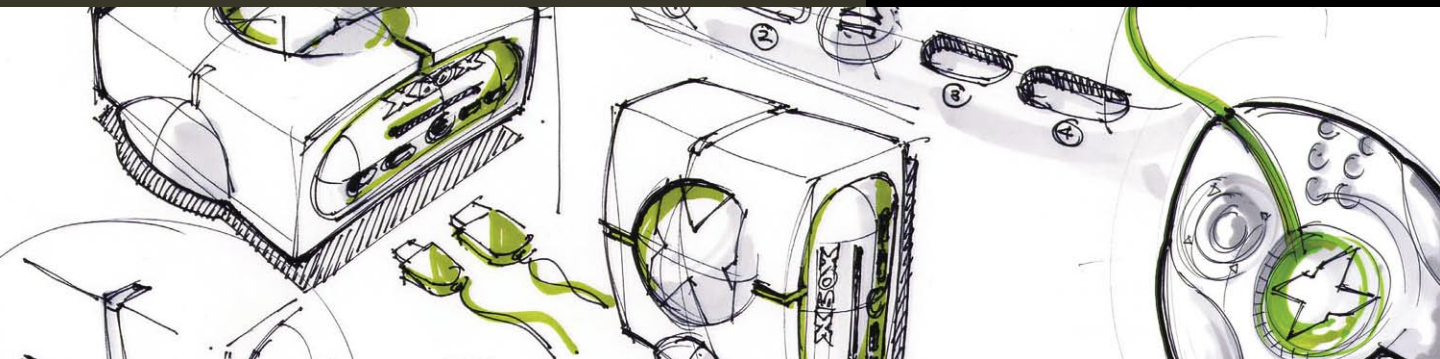
De la technologie à l'amour
(for the love of technology)

People

Windows reflection

"It's important to us that beyond utility there is an emotional connection"

— Tjeerd Hoek, Group Design Manager, Windows

Unity by design

"People love what they do here"

— Nadja Haldimann, Product Design Lead

Usable art for the masses

"I've followed my dream of being a sculptor, but in a more practical way"

— Monique Chatterjee, Industrial Designer, Hardware

Creating space

"Creative people are happiest when they're trying to solve a really difficult problem gracefully"

— Jon Hayes, Design Manager

From soufflés to software

"Microsoft is on the cusp of a cultural change. The next step is design-led engineering"

— August de los Reyes, User Experience Manager, MSN Search

A happy ending

"I actually break out in a cold sweat when I think about how close I came to not being a designer"

— Sally Barton, Interaction Design Manager, Mobility

Community

Next Horizon

Microsoft partnered with IDSA to sponsor the Horizon 10 summit in June 2004. Focused on design 10 years down the road, 50 cross-industry designers from across the globe set an agenda for future research and product experiences.

It's about **impact**

Billions of life moments and memories shared with millions of users around the world. Thousands of hardware and software partners. Five hundred plus designers and user experience experts. Hundreds of design awards.

Our Mission: to create products that people love to experience. Designers at Microsoft work side by side with the world's best software developers and usability experts to attain that elusive yet worthwhile goal. Through our design, we strive to create products of simplicity that you will also find intuitive to use. We aspire to create beautiful experiences that not only look amazing but also make our customers feel amazing about themselves. Like love, great design requires no explanation.

Microsoft

Geeks bearing gifts
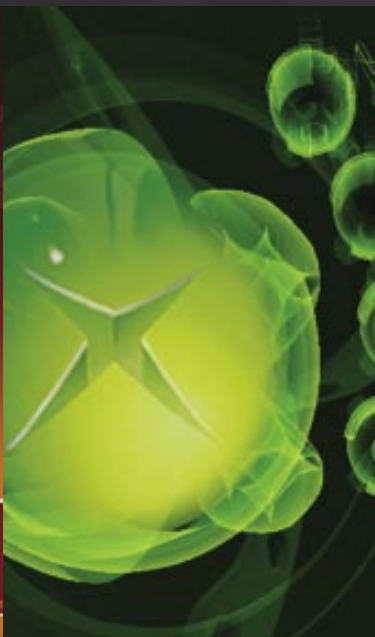
Striving to impose elegance on the mundane

Not a programmer? Not a problem.

Ergonomicist	Product Designer	Industrial Design Lead
Art Director	Web Designer	Creative Director
Visual Designer	Architect	Program Manager
3D Artist	Media Services Specialist	Usability Engineer
Industrial Designer	Software Architect	User Assistance Manager
Media Editor	Artist	Platform Experience Design Manager
Motion-Capture Specialist	Lead Animator	Game Designer
Audio Designer	Web Producer	Art Production Manager
Technical Animator	Character Scripter	Keyboard & Mouse Designer
User Researcher	Technologist	Creative Designer
Hardware Design Engineer	Training Specialist	Production Artist
Design Associate	Graphic Artist	Design Director
Architectural Consultant	Creative Lead	Group Design Manager
Content Specialist	Technical Editor	Lead UI Designer
User Experience Manager	Digital Photographer	Studio Manager
Content Producer	Game Designer	Solutions Architect
Media Production Specialist	Site Manager	Senior Interaction Manager
Visual Design Lead	Desktop Publisher	Content Development Manager
Audio Design Manager	Design Manager	User Experience Lead
Marketing Manager	3D Designer	Lead Product Designer

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