

Erik Drouhard

AI DESIGN ENGINEER | HUMAN-AGENT INTERACTION & AGENTIC UX | RAPID PROTOTYPING & DESIGN SYSTEMS

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SUMMARY

AI design engineer with 15+ years designing complex technical products across conversational AI, developer tools, automotive systems, and enterprise platforms. I work at the intersection of design and code, making intelligent systems understandable and predictable for the people who use them.

Core Skills: Human-Agent Interaction, Agentic UX, Interaction Design, Conversational and Multimodal Interfaces, Complex Systems UX, Design Systems, Rapid Prototyping, Behavior Authoring, Cross-Functional Leadership, Accessibility, Usability Testing, Context Engineering

Tools & Technologies: Figma, Framer, HTML, CSS, SCSS, JavaScript, TypeScript, React, Git, GitHub

AI & Agent Tooling: Claude Code, OpenAI Codex, GitHub Copilot CLI, OpenCode, agentic coding workflows, spec-driven development, LLM-assisted prototyping and evaluation

EXPERIENCE

Microsoft

June 2017 – Present

Joined Nuance Communications in June 2017; became a Microsoft employee through the March 2022 acquisition and moved into the Copilot Studio org in August 2023.

UX Engineer II, CoreAI

March 2025 – Present

- Lead rapid prototyping across Microsoft AI Foundry and Azure portals, designing product experiences and building focused mini-apps, reusable skills, and internal workflows.
- Reduced prototype turnaround from weeks to hours, letting teams explore, test, and validate directions before committing engineering resources.
- Established spec-driven prototyping practices, using structured requirement interrogation and written PRDs to resolve product decisions upfront once decision-making, not output speed, became the constraint.
- Use AI and LLMs from early prototypes through evaluation, and help teams adopt AI-native workflows.

Product Designer II, Copilot Studio

August 2023 – March 2025

- Designed and prototyped interactive experiences for conversational AI tools, partnering with design and engineering to help users build and customize complex AI-driven workflows.
- Promoted from Product Designer I to Product Designer II.

Senior UX Engineer, Verse Design System · Nuance Communications

November 2022 – August 2023

- Led the design and front-end architecture of Verse, an accessible design system for Mix.dialog and the surrounding platform.
- Established shared components, interaction patterns, design tokens, and implementation practices that improved consistency and brought design and engineering closer together.
- Educated UX teams on Figma libraries, composition, and adoption.

Senior UX Designer, Mix.dialog · Nuance Communications

February 2019 – November 2022

- Led interaction design for behavior-authoring, condition-building, and QA workflows, helping enterprise users create, understand, test, and troubleshoot complex conversational behavior.
- Research showed measurable usability improvements for deeply nested conditions used by customers including Sony Interactive Entertainment and Rakuten.

UI/UX Designer, Dragon Drive, Mix, Swype · Nuance Communications

June 2017 – February 2019

- Led UI and interaction design for an automotive windshield HUD with gaze tracking, featured at the Dragon Drive Innovation Showcase at CES 2019.
- Designed for physical context, divided driver attention, multimodal feedback, and real-time system behavior.

Applause

April 2016 – March 2017

Front-End Developer & Designer

- Developed and maintained Applause.com, including a custom WordPress installation with multi-language support, in close partnership with design, marketing, and international engineering teams.

Cold Spring Design

April 2011 – February 2016

Web Designer

- Led visual design and front-end development using HTML, SCSS, jQuery, and WordPress.

EDUCATION

American International College

Master Certificate, Visual Communications