Kelli Kreiter, Product Design

Seattle, WA
kellikreiter@gmail.com
kellikreiter.com

I have 9+ years of experience designing AI products at enterprise scale - along with the teams and processes that ship them.

Principal Product Designer, Microsoft
Jun 2026 - Present

- Design Lead for the vision of Teams, 374M MAU, in the era of AI.
- 6-month iterative storytelling to senior leadership to shape the way we think about and invest in our product.
- Developed a model for collaborative prototyping and design processes that match the pace of agentic engineering workflows.

Principal Design Manager, Microsoft
May 2025 - Jun 2026

- Managed a design team of 5 and led product strategy, vision, and execution with a cross functional team of a hundred+ engineers, product managers, writers and researchers.
- Shipped the first model of multi-player AI, now Copilot in Teams – focusing on core user interactions and technical feasibility for shared memory, proactivity, trust, identity, etc.
- Pioneered AI forward design and engineering process to ship in 7-week cycles.

Designer I, II, Senior, Microsoft
Sep 2017 – May 2025

- Designed and shaped the extensible agentic platform for Microsoft Teams, one of the first multi-player AI solutions in the industry.
- Hackathon winner – design for early agentic system and UI patterns.
- Designed and shaped extensible design system for Microsoft Teams, as the product grew 3k to 300M users; platform usage to 76M WAU.

Architectural Design + Build, Freelance
Jun 2012 – Sep 2017

- Designed, permitted, built, and launched 10 restaurant tenant build outs from building acquisition to ribbon cutting.
- Managed cross functional teams of contractors, subs, city officials with needs of clients.

B.A Architecture, University of Washington
Minor in Art History, 4-year Div I Women's Soccer

Skills: UX Design, Interaction design, Product strategy, Storytelling, Prototyping, Specs, Process + tools