

RAYNIEL

Product Designer –creating meaningful interactions, interfaces, and systems that effortlessly serve people and their spaces.

EXPERIENCE

Nov 2016–
Jan 2020

Airlift / Designer

Designed digital spaces for tech, automotive, and entertainment clients, including: Facebook, Google, Volkswagen, Nio, Microsoft Xbox, Mojio, and Marshmello.

- Established the visual language of numerous initiatives like Nio, the Crushroom App, and the Mojio website.
- Worked with Facebook, Google, Mojio, and Volkswagen to create modular design systems that are adaptive across screen formats.

May 2015–
Oct 2016

Odopod / Junior Visual Designer

Focused on improving web and mobile experiences for a number of entertainment, luxury, health, and tech brands, including: Google, Sony, Genentech, Hennessy, Audemars Piguet, and Electronic Arts.

Jun–
Aug 2014

Frog Design / Visual Design Intern

Worked on physical and digital products.

EDUCATION

2010–
2015

California College of the Arts

Bachelor of Fine Arts in Graphic Design, minor in Writing and Literature