RAYMOND STONE

PRODUCT DESIGNER 10+ YEARS

RaymondStone.com
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Skills

Design Systems / Systems Design
User Experience Design (UX)
User Interface Design (UI)
Prototypes / Prototyping
User Research / Usability Testing
Wireframes / Wireframing
Visual Design
Interaction Design (IxD)
Product Design
Accessibility Standards
Front-end Web Development
Artificial Intelligence / AI Prompting
Video Production
Video Editing

Tools

Figma
Illustrator
Photoshop
After Effects
Premiere Pro
Sketch

Tech

HTML
CSS
JavaScript (JS)

Experience

FREELANCE / Product Designer
Jun 2016 - Present, San Francisco, California

- Various short-term contracts in product design (see last three contracts below)

APPLE / Product Designer
Aug 2024 - Nov 2025, Cupertino, California

- Streamlined design workflows by building scalable component libraries
- Created and evolved responsive components for iOS devices

GOOGLE / Visual Designer
Oct 2023 - Mar 2024, Mountain View, California

- Significantly grew the Wear OS design library for Android smartwatches
- Utilized Figma tokens, variables, and styles to develop a design system

GOOGLE / UI Designer II
Feb 2022 - Mar 2023, Mountain View, California

- Streamlined production workflows by building scalable component libraries
- Designed a survey builder app, including the UX, visual design, and prototype
- Informally mentored a design intern

EARLY CAREER / Multiple Positions
Oct 2012 - Jun 2016, Northern California

- Led UX strategy for agencies with healthcare, bioscience, and pharma clients
- Social media marketing for a tech company
- Freelance graphic design for small clients, including logos and presentations

Education

ACADEMY OF ART UNIVERSITY / Master of Arts in Web Design & New Media
Jun 2018 - Dec 2019, San Francisco, California

- Nominated for valedictorian
- Highest department GPA he's ever seen, according to my academic advisor

UNIVERSITY OF CALIFORNIA, BERKELEY / Bachelor of Arts in Art Practice
Aug 2010 - Aug 2012, Berkeley, California

- Drawing, painting, sculpting, 2D animation, 3D modeling, and 3D animation
- Completed all lower division math for fun, including Calculus I, II, and III