



RAYMOND STONE

PRODUCT DESIGNER & FILMMAKER

RaymondStone.com • RaymondStoneDotCom@gmail.com

EXPERIENCE

PRODUCT DESIGNER 06/2016 - Present

Freelance, San Francisco, CA

- My 11+ years of professional creative experience spans across many design disciplines, cross-functional collaborative teams, agency roles, and in-house roles

UI DESIGNER II 02/2022 - 03/2023 *Contract via SMCI*

Google, Mountain View, CA

- Developing visual designs, design templates, interaction flows, high-fidelity mockups, research prototypes, and design documentation for collaboration
- Exploring modes of visual communication within the Google design system
- Leveraging and evolving the Google design language to build and maintain component libraries and to build products for the Android and iOS platforms

SENIOR UX DESIGNER 06/2020 - 02/2022 *Contract*

Viscira, San Francisco, CA

- Translating program requirements into defined app maps, wireframes, user scenarios, clickable prototypes, and other design documents
- Owning information architecture and interaction design for the user experience

ART DIRECTOR 09/2019 - 10/2019 *Contract*

Havas Worldwide, San Francisco, CA

- Developing visual style and user interface for pharma websites
- Synchronizing look and feel of pharma websites across various devices (eg, iOS)
- Designing UI assets and icons for interactive areas of digital products

UI/UX DESIGNER 03/2019 - 09/2019 *Contract via TSG Consulting*

Hewlett Packard Enterprise, San Jose, CA

- Created visual mockups and other deliverables for user interfaces
- Utilized user-centered design methods to make design decisions
- Built design systems on multiple platforms (desktop, mobile, tablet, iOS)

ASSOCIATE INTERACTION DESIGNER 07/2015 - 06/2016

Eveo, San Francisco, CA

- Built wireframes, user flows, sitemaps, mockups, and other artifacts
- Increased usability and engagement for award-winning websites and apps

EDUCATION

MASTER OF ARTS (MA) IN WEB DESIGN & NEW MEDIA 06/2018 - 12/2019

Academy of Art University, San Francisco, CA

- Nominated for valedictorian
- Courses in design thinking, visual communication, technology, and UX

BACHELOR OF ARTS (BA) IN ART PRACTICE 08/2010 - 08/2012

University of California, Berkeley, Berkeley, CA

- Courses in 3D, animation, architecture, drawing, and film and video editing

SKILLS

ADOBE CC

After Effects
Dreamweaver
Illustrator
InDesign
Photoshop
Premiere Pro

UX & PROTOTYPING

Balsamiq
Figma
InVision
OmniGraffle
Sketch
Zeplin

3D, PRESENTATIONS, & MORE

Blender
Google Slides
Google Sheets
Keynote
Maya
PowerPoint
SketchUp

TECHNICAL

CSS
HTML
JavaScript (JS)
jQuery
PHP
MySQL

