

Anthony Ra

Product Designer

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Work History

Reprise . Product Designer

New York, NY (remote) . 07.2021-present

- Foundational design team and designer lead for their platform and analytics/integrations teams.
- Redesigning a v2 of the product's dashboard and analytics with emphasis on usability and friendliness for both our builders and sales users.
- Founding and leading Reprise's Asian-American & Pacific Islander (AAPI) Employee Resource Group - 'Reprasian'

Freelance . UI/UX Designer

Irvine, CA (remote)

Alien Collective . 04.2021-07.2021

- Lead designer and foundational member of the collective.
- Creating a design system and road maps for the platform's user experience and interactive journey v2
- Working with developers in 'building something wonderful'.

nSmiles (Student Success App) . UI/UX Designer

Irvine, CA (remote) . 12.2020-01.2021

- Contract designer through Springboard's 'Industry Design Project'.
- Redesigning user onboarding and user engagement opportunities by identifying existing concerns, iteration, and high-fidelity prototyping. Mobile app is currently marketed and shipped.

Education

Carnegie Mellon University

Pittsburgh, PA . 08.2016-05.2020

BA in Architecture . Minor in Drama
Graduated with University and
College Honors

Springboard

Irvine, CA . 08.2020-02.2021

Certificate . UX Design Career Track
Springboard's Best UI/UX Design
Portfolios 2021

Skills

Digital . Figma . Sketch . Adobe
XD . Invision . Marvel . Photoshop .
Illustrator . Indesign . Premiere

Ideate . Hand Sketching . Journey
Mapping . Prototyping . Usability
Testing . Wireframing

Language . English (Bilingual) .
Korean (Bilingual) . Spanish (Basic)