

Arnold Raymundo

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helloarnie.com

Experience

Senior Interactive Artist

WPP Production at Apple • Sunnyvale, CA

04/2019 - 05/2026

- Led visual and interaction design for high-profile Apple web experiences and content publishing workflows, partnering with producers, project managers, developers, publishing, and international teams to deliver under tight deadlines..
- Assisted closely with producers, project managers, development teams, publishing teams, and international teams to meet project goals and ensure efficient file hand-offs for localization.
- Played a key role in training new and existing employees within the Interactive, Retail, and Channel Divisions, sharing industry best practices and fostering a culture of design excellence.
- Provided support to the UI/Screen & Compositing Teams for Worldwide Developer Conference and New Product announcements, contributing to visually compelling presentations.
- Structured UI/UX and localization workflows for content publishing, using Photoshop slices, smart objects, and layer comps to create clean handoffs, visual specs, and assets for global implementation.

Senior Visual Designer (Contractor)

Apple • Cupertino, CA

10/2018 - 03/2019

- Assisted B2B and B2C Divisions collaborating closely with stakeholders, designers, product managers, engineers, and researchers to translate concepts into immersive visual solutions.
- Developed and maintained visual design documentation (style guides, design templates, and brand guidelines) to ensure consistency across all digital touch points.
- Created sketches, wireframes, high-fidelity comps, and interactive prototypes in Sketch and Principle, using feedback from 100+ users to refine interaction design and inform feature prioritization.
- Wireframed and prototyped complex B2B dashboards utilizing fluid grid layouts and auto-layout construction, which reduced user navigation errors by 20% during usability testing.

UX Visual Designer (Contract)

Google Play • Mountain View, CA

09/2017 - 10/2018

- Conducted monthly Visual Merchandising training sessions for Google Play Store and YouTube merchandisers across APAC, US, & EMEA, ensuring consistent brand representation and user experience.
- Spearheaded the creation of product marketing experiences on the Google Play Store for APAC, US, and Americas regions, enhancing user engagement and product visibility.
- Synthesized qualitative and quantitative research from 500+ user sessions to identify pain points, resulting in UX improvements that boosted customer satisfaction scores
- Utilized Android framework and Google Material to define new UX patterns and workflows, delivering Instant Apps to over 2 billion Android O users.
- Led a cross-functional team of 10 designers, researchers, and engineers to implement a design system that reduced component development time by 60% while ensuring accessibility compliance across all digital products.

Visual Designer (Contract)

Apple • Cupertino, CA

09/2016 - 01/2017

- Designed and structured the layout of product marketing experiences on prominent platforms, including Apple Music, iTunes, Apple.com, and the App Store, resulting in improved user engagement and brand visibility.
- Built and maintained collaborative relationships with immediate and cross-functional team members across US/EMEA time zones, ensuring effective communication throughout the product development process.
- Contributed to the development of user personas and scenarios based on market research, helping align product strategy with actual user needs across two major product releases.
- Advocate for visual design best practices, accessibility, and consistency across products to QA design implementation.

Production Designer

LEVEL Studios • Cupertino, CA

04/2013 - 10/2015

- Collaborated with the Human Interface teams, assisting in retouching lifestyle, product images, and UI elements sourced from external curators for online and mobile content.
 - Led QA efforts and worked closely with developers to ensure the successful implementation of website designs, ensuring seamless and visually appealing user interactions.
 - Retouch and process high-resolution images of complex technical products for a variety of uses.
 - Evolved visual primitives and patterns (color, typography, iconography, motion, grid, shape, etc) and translate them into usable assets and specs.
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Skills

Adobe Creative Suite, Sketch, Figma, Principle, InVision, Quip, GitHub, Creative Direction, UI/UX Design, A/B Testing & Experimentation, Customer Journey Mapping, Radar, Wrike, Asana, Visual Design, Prototyping, Design Systems Architecture, Creative Agencies, Productivity Software, Adaptability, Communication Skills, Leadership, Mobile Design , HTML / CSS, iOS, MacOS, AndroidOS

Education

Media Arts and Animation - Bachelor of Science

The Art Institute of California • Sunnyvale, CA

06/2015