

# Arnold Raymundo

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helloarnie.com

Los Gatos, CA

## Experience

### Senior Interactive Production Artist

WPP Production at Apple • Sunnyvale, CA

04/2019 - 05/2026

Senior Production Artist and Lead Designer for high-profile web design projects involving multiple teams, ensuring successful project execution for stakeholders and clients.

- Assisted closely with producers, traffic 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 design and localization workflow using advanced techniques, including slices, smart objects, and layer comps, streamlining design processes.

### 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.
- Participated in design reviews and QA processes to ensure consistency across all feature implementations.
- Build out and organized template asset libraries needed for social and collateral.

### UX Visual Designer

Google Play • Mountain View, CA

09/2017 - 10/2018

- Led monthly Visual Merchandising training sessions for Google Play Store 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.
- Collaborated closely with cross-functional teams, including designers, researchers, engineers, marketing professionals, developer advocates, and product managers.
- Utilized Android framework and Google Material to define new UX patterns and workflows, delivering Instant Apps to over 2 billion Android O users.
- Designed user workflows, crafted mock ups, conducted usability tests, built interactive prototypes, and delivered engaging presentations for stakeholders and Google I/O events.

### 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.
- Created compelling media content for weekly New/Featured Artist promotions, enhancing user experiences and brand engagement.
- 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.
  - Troubleshoot production challenges and support workflow improvements.
  - 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, Quip, Creative Direction, UI/UX Design, Radar, Wrike, Visual Design, Prototyping, Creative Agencies, Productivity Software, Adaptability, Communication Skills, Leadership, Mobile Design, HTML / CSS, iOS, MacOS

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## Education

### Media Arts and Animation - Bachelor of Science

The Art Institute of California • Sunnyvale, CA

06/2015