



Rayna Kunzman

Product Designer

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Work Experience

UI/UX DESIGNER

Ligature Creative Group
February 2019 - October 2020

Created and maintained design system for MyJourney
Created visual web mockups for clients such as SCFD, St. Louis Shakespeare Festival, and University of Providence.
Designed and conducted user interviews for SaaS platforms

PRODUCT DESIGNER

Promontech
April 2018 - February 2019

Implemented and maintained Material Design for the app, Borrower Wallet, a digital mortgage solution
Created pixel-perfect, dev-ready wireframes
Built new app features with BAs and dev stack

VISUAL DESIGNER

Promontech
August 2017 - April 2018

Maintained Material Design for Borrower Wallet platform
Transformed wireframes into pixel-perfect mockups
White-labeled 10+ instances of Borrower Wallet
Led Sketch App workshop for analyst and UX teams

UI/UX DESIGNER

n.io
February 2017 - July 2017

Redesigned enterprise vineyard management app
Assisted with enterprise galvanizing software in Agile team
Utilized GV Sprint process to design consumer help site
Created design assets for social, animated videos, gifs

JUNIOR WEB DESIGN INTERN

Zenman
Summer 2016

Used Invision to mock up web design prototypes
Everyday edits and design for retainer clients
Created web design prototype for client, Birdcall

Education

COMMUNICATION DESIGN, BFA

Metropolitan State University of Denver
December 2016

User Interface Design: learned usability best practices
Design Research Methods: learned research best practices
Creating Web Interfaces: learned HTML, CSS

Skills + Abilities

Sketch
InVision
Illustrator

Figma
InDesign
After Effects

Design Systems
WCAG Compliance
File Organization

Development Hand-Off
Agile Practices

Interests

Mental Health
Video Games

Film Photography
Cooking + Baking

Sewing + Fashion
Film Criticism

Animals
Gardening