

RÉSUMÉ OF

# Rafael Conde, designer

I'm a designer and developer with a keen interest in logical, accessible, yet interesting user interfaces.

Currently working as the product designer at Netlify.

## Experience

### Netlify (2016–present)

As one of the early hires, I've been in charge of **product design** since May of 2016, leading the first complete redesign effort and scaling it ever since.

Most recently, I've also lead a redesign of our **marketing site**, and some of the **brand work**.

### Side projects (2013–forever)

My side projects are a unique opportunity to scratch my own itch and explore my own curiosity and passions, it is thanks to some of these projects that I was able to meet some of my best friends, learn new and important skills, and find new opportunities in life. Some of my favorites are **Layout**—a podcast about design and tech, **Break this Safe**—a fun game for the Apple Watch, and **Frames**—an iOS companion app for Framr.

### SketchCasts (2013–2016)

What started as a side project, it became one of the most important and defining projects early in my career. I founded and produced weekly video tutorials covering Sketch, and charged a monthly membership for it.

### Imaginary Cloud (2014–2015)

Worked as a designer at a large agency in Lisbon with an amazing design team. Responsibilities ranged from a simple benchmark, all the way to prototyping.

### Think Orange (2013–2014)

My first "real job". I worked as the designer and front-end developer in a small, yet amazing agency in the colorful LX Factory in the heart of Lisbon.

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