



RAMON GILABERT

RAMON IS A PRODUCT DESIGNER FROM BARCELONA currently working for Red Bull. His role is to help the company build successful digital experiences that help display products, initiatives and athletes from all around the world while inspiring people to do more. With a strong passion for humans, he has developed an intrinsic curiosity for design thinking, motion, design systems and visual design.

EXPERIENCE

JUL 2017
to PRESENT

Product Design in Remote

RED BULL MEDIA HOUSE

The product team at RED BULL has the responsibility to consolidate all the brand's digital products—such as RED BULL TV, RED BULL COM or RED BULL MUSIC into one concise design language system that is understandable, accessible and easy to use. To create such consistency, we perform lots of research methodologies, wireframing, prototyping and stakeholder meetings to move our proposals further.

AREAS UI design · UX design · wireframing · prototyping · motion · strategy · research

JUN 2016
to JAN 2017

Product Design in Oslo, Norway

HYPER OSLO INTERAKTIV

Being hired as a creative developer — my first task at HYPER was to build bridges between designers and developers in order to establish a multidisciplinary and crossfunctional team. When the idea was set, my role quickly morphed to become product designer working for known brands around the world.

AREAS UI design · UX design · iOS development · front end · prototyping · motion

SEP 2014
to PRESENT

Product Design in Remote

FREELANCE

As a freelance designer, my role has been very diverse depending on the client and their needs — mostly alone, though sometimes working with other peers from agencies like UNDERBELLY, I've always tried to embrace client satisfaction by working closely for and with them to deliver the best solution to their challenges.

AREAS UI design · UX design · front end · prototyping · wireframing · motion · strategy

JUN 2016
to JUN 2018

Design Teacher and Owner in Barcelona and Oslo

SKETCHCASTS NETWORK

As a side project, SKETCHCASTS allowed me to stay on top of the different trends, tools and workflows by recording a design episode a week. My role is to search for interesting content that can be recorded so users can engage in design.

AREAS video editing · design tools · design workflow · community building · owner

EDUCATION

AUG 2011
to JUL 2015

Electronic Engineering Degree in Lleida

UNIVERSITY OF LLEIDA

A technical degree that showed me the ability to find solutions to problems. Still today, most of the processes and techniques learnt while studying can be applied to any working or living environment.

AREAS problem solving · creative solving · technical skills · mathematical systems

DISTINCTIONS

JUN 2014

APPLE WWDC scholarship

AUG 2015

UNIVERSITY OF LLEIDA top 3 student

AUG 2015

UNIVERSITY OF LLEIDA thesis of the year

AUG 2016

AWWWARDS honorable mention

AUG 2016

CSS DESIGN AWARDS special kudos

SEP 2016

CSS AWARDS site of the day

SEP 2016

CSS WINNER star of the day