Christine Røde

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Designer focused on mobile apps, passionate about building products that help people navigate their lives—both literally and figuratively. Thrives when solving complex problems through elegant systems and simple interfaces.

¶ EXPERIENCE

JUN 2019 to TODAY
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Product Design Lead
REKKI (LONDON, UK)

Head of the product design discipline at REKKI, working to reinvent the supply chain for restaurants. Managing a group of product designers and researchers working across multiple products, while balancing own design projects. Resposible for hiring, growing the team from 1 to 4 in six months. Built design system and component library, and established team practices.

Currently leading the design of marketplace projects, working with leadership to launch the company's first monetization effort.

JUN 2017 to MAY 2019
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Senior Product Designer
DELIVEROO (LONDON, UK)

Lead design for the Deliveroo Rider app, used by 50,000 couriers worldwide to find work, manage their hours, and deliver food to Deliveroo customers. Primarily focused on the live delivery flow, working to make the navigation experience as seamless as possible, building tools for riders to resolve common delivery issues, and empowering riders with as much transparency as possible about their journey — while balancing complex business needs and taking steps to prevent abuse.

OCT 2016 to APR 2017
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Freelance Product Designer
GLUE (REMOTE)

Worked with Swedish IoT startup to improve the UX of their Smart Lock companion app. Designed and prototyped a concept app for in-home delivery partners ahead of Series A fundraising. Increased conversion+retention by redesigning onboarding flows.

JUL 2014 to JUN 2016
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Product Designer - Workplace
FACEBOOK (LONDON, UK)

Relocated to London to join the *Facebook Workplace* team, as the sole designer from its early conception through global rollout, with the goal of designing a communication tool that encourages an open and transparent corporate culture.

Worked side-by-side founding Eng Director and Product Manager to define the early vision, explore directions, get buy-in from C-suite, run research with trial companies, and iterate based on feedback. The team grew from 12 people to over 200 in two years, gaining thousands of users before launching in late 2016.

JUL 2013 to JUL 2014
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Product Designer - Search
FACEBOOK (MENLO PARK, CA)

Joined the Graph Search team as a new grad. Designed various search interfaces across web and iOS to help establish Facebook Search as not just a way of finding people, but also for discovering public content, news stories, and local places.

¶ EDUCATION

SEPT 2009 to MAY 2013
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Bachelor of Fine Arts
CALIFORNIA COLLEGE OF THE ARTS

Major: Graphic Design   Minor: Writing & Literature
Honors: Graduated with high distinction

¶ SKILLS

DESIGN

Product thinking · Interaction design · User experience · User research · Visual design · Typography · Branding · Iconography · Print design

TECH

Prototyping (Framer/Origami) · Front-end development (HTML/CSS/JS/PHP) · Source control (Git/Mercurial) · Eng-stack familiarity (Obj-C, React, SQL)

SOFT

Design systems · Hiring · Managing · Mentoring · Public speaking · Writing · Culture building · Transcontinental team collaboration