Ravin Io

Front-End Developer · UI/UX Designer

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Experience

Site Technologies — UI/UX Lead Designer
Jun 2024 - Jan 2026

UX Team Lead | Figma | Design Systems Architect | End-toEnd Design

- Spearheaded the complete redesign of the core platform, transforming it into a modern and sleek user experience.
- Influenced design decisions through extensive competitive research and analysis of current market design trends, ensuring the new platform was highly competitive and forward-thinking.
- Optimized competitive analysis and design trend research by leveraging AI-powered tools to quickly process large volumes of data and synthesize insights, enabling faster, data-driven design decisions.
- Increased application clarity by developing a unified system for error reporting and user guidance through clear, standardized system messaging.
- Promoted to Lead Designer within the first year based on demonstrated excellence and foundational contributions.
- Scoped and enforced design quality and best practices across the team, serving as the final approver for all design work to maintain a high-quality user experience.

OneStaff Medical — Software Developer - UI/UX Designer
Jan 2022 - Jun 2024

Figma | Typescript | Photoshop | Material UI | Contentful Headless CMS

- Led UI/UX design initiatives at OneStaff Medical, enhancing the company's digital presence and brand consistency
- Developed mobile-friendly UI for website overhaul, leveraging React and Material UI to create modern and engaging user experiences
- Established the company's first Design System in Figma, streamlining design processes and ensuring consistency across platforms.
- Redesigned brand guidelines to standardize colors and image usage, contributing to a cohesive brand identity.
- Collaborated with stakeholders to align design initiatives with business objectives, ensuring strategic alignment and successful outcomes.
- Conducted user research and usability testing to gather feedback and inform design decisions, driving iterative improvements and enhancing user experiences.
- Acted as a liaison between end-users and development teams, translating user feedback into actionable insights and facilitating continuous improvement of software solutions.
- Demonstrated strong analytical and problem-solving skills in interpreting UAT findings and proposing effective solutions to enhance software functionality and usability.
- Played a key role in validating software features and functionality through rigorous UAT processes, contributing to the delivery of high-quality products that exceeded user expectations.

Featured Project

Chasing Ravens Food Blog

Typescript | Chakra UI | Contentful

Developed a React application using Contentful APIs to showcase blog content.

- View project at chasingravensblog.com

Education

Arizona State University — BA in Graphic Information Tech.
Aug 2018 - May 2021

Skills & Tools

Industry Standard Tools

Figma (Advanced Prototyping/Variables) | Adobe Creative Suite (Photoshop, Illustrator) | Jira/Confluence

Strategic Design & Leadership

Design Systems | UX Auditing | Handoff Documentation | Team Leadership & Mentorship | Information Architecture | Accessibility (WCAG) | Rapid Prototyping | Cross-Functional Collaboration

AI & Research

Google NotebookLM (for synthesizing research) | Competitive Analysis | User Personas | Data-Driven Decision Making