

Roby Saavedra
Product Designer in Queens, NY, He/Him
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About

I'm a NYC-based designer focused on how people use technology.

Currently I'm designing tools that help solve complex logistics problems at Revel.

Work Experience

2019 — Now	<p>Product Designer at Revel Brooklyn, NY</p> <p>1st designer at micro-mobility startup Revel. Designed from scratch a full suite of internal tools that facilitate logistics, operations, and customer service.</p> <p>Also got to work on vehicle sound design and illustration.</p>
2017 — 2019	<p>Product Designer at Flocabulary Brooklyn, NY</p> <p>Designed software and games for students and teachers. Developed internal brand and product style guide. Assisted with illustrations.</p>
2017 — 2017	<p>Product Designer at PropelML (Side Project) NYC</p> <p>Led design on now-defunct Javascript-based machine learning in-browser notebook.</p>
2016 — 2017	<p>Product Designer at Diligent New York City, NY</p> <p>Designed products that facilitated secure document sharing among board meeting members.</p>
2016 — 2016	<p>Freelance Designer at Frank Collective Brooklyn</p> <p>Collaborated with a variety of clients on illustration, brand strategy, to marketing sites.</p>
2014 — 2016	<p>Freelance Designer at City Eventions New York, NY</p>
2014 — 2015	<p>Freelance Designer at Qubit New York</p> <p>Worked with clients to implement an e-commerce strategy generated by Qubit's platform.</p>
2013 — 2014	<p>Mapping Specialist at Google Mountain View</p> <p>Worked with Google[x]'s self-driving car project before it launched as Waymo. My role was developing the specialized maps used to direct the vehicles on surface streets. My experience working with the project sparked a deep interest in issues surrounding mobility, autonomous vehicles, and accesibility.</p>