Robert Managad

Experience designer, illustrator, design systems
portfolio at robert-managad.com

WORK EXPERIENCE

Workday
May – Aug 2019
SF Bay Area

Product Design Intern, Design Systems
I designed UI flows and internal guidelines for a hub-and-spoke pattern for Workday's app suite and developed strategies for future pattern iterations. I also kickstarted a communication strategy to align and unify hub efforts across Workday's apps designers, product managers, and developers.

CD Studio III: Design Systems
Aug 2019 – Dec 2019
Pittsburgh, PA

Teaching Assistant
I provide guidance and feedback to junior communications design students on their development of design systems, personal identity, and relevant emerging global issues. I also make presentations and workshops on brand identity, concept development, animation, and accessibility.

Woodland Hills School District
Jan – July 2018
Pittsburgh, PA

Visual Designer, Visual Language System
I worked with the Woodland Hills School District to envision design and policy innovations to school transportation. My team and I designed a modular game experience where I led efforts on its visual language, brand identity, and component organization across mobile and print.

CMU Marketing and Comm. Department
Jun 2017 – May 2019
Pittsburgh, PA

Graphic Design Intern, University Brand System
I developed and prepared visuals to accompany stories, united visuals through a design system for existing Carnegie Mellon collateral, advocated for the protection of the Carnegie Mellon brand, and created interactive visuals to help increase the university's global visibility.

EDUCATION

BDes, Communications Design
Carnegie Mellon University
Expected Graduation: May 2020
Pittsburgh, PA

WORTH MENTIONING

Presidential Scholarship Recipient
Dean's Scholar 2017 – 2019
Lee Goldman Award for Professional Practice
Paper Acceptance, Leverage Points Conference
Owner of amazingly long hair

SKILLS

Design systems
User experience design
Brand strategy
Adobe CC (Ps, Ai, Ae, In, XD)
Figma, Sketch, InVision
HTML/CSS/Javascript
Wireframing

User research methods
Typography, iconography, color
Accessibility testing
A/B testing
Illustration: people and places
Motion graphics / animation
Graphic design / visual design

DROP A LINE

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