

CONTACT

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EDUCATION

General Assembly
User Experience Design Immersive

Binghamton University
B.A. Biological Sciences, Dean's List

SKILLS

A/B testing, Product design, AI tools / prompts, Cross-platform design (Responsive web design, iOS, Android, OTT / tvOS), User interface design, User experience design, Human-centered design, Rapid prototyping, Animation, Design systems + documentation, Design QA, Typography, User research, User interviews, Storytelling, Persona development, Usability testing, User flows, Journey maps, Basic HTML / CSS, Mentorship, Roadmap planning / development

PROGRAMS

Figma, Claude, Gemini, Perplexity, Cursor AI, Adobe XD, Photoshop, Illustrator, InDesign, After Effects, Lightroom, Sketch, InVision, Principle, Flinto, Atlassian / JIRA, Notion

EXPERIENCE

PrizePicks
Senior Product Designer, Engagement 2025–26

Led engagement design for Picks and Predictions experiences across all platforms for a cross-functional team. Our primary goals were to increase user engagement, user retention, and LTV. I designed features to increase Picks engagement and showcase new Prediction market picks, and allowing users to submit both types at once.

At all times, I contributed to and maintained design system components, developed design specifications + prototyping documentation for animation, led design QA, led design crits + brainstorming sessions, and mentored junior designers.

theScore
Senior Product Designer, Casino 2024–25

Led design for all casino experiences in two cross-functional teams — Standalone Casino + Casino Engagement — across multiple brands: Hollywood Casino, ESPN Bet, and theScore Bet.

I designed and launched a zero-to-one product to market — Hollywood Casino. To bring this to market, I redesigned the experience and incorporated a refreshed brand, worked alongside product + leadership to develop product strategy + roadmaps, and consistently communicated designs upwards and to adjacent business units. Designs delivered 30% ahead of the timeline, which led to an early launch.

I also designed a 3–5 year future vision of the casino experience, inclusive of all brands. Our goals were to improve the overall user experience with data-backed research by incorporating AI + gamification and improving personalization as well.

Throughout my time, I contributed to and maintained design system components, developed design specifications + prototyping documentation for animation, led design QA, led design crits + brainstorming sessions, and mentored junior designers.

Nextdoor
Senior Product Designer, Growth 2022–23

Led design in a cross-functional growth team across all platforms to increase engagement metrics. During my time, I led design for onboarding, invites, notifications, and feed design.

Developed + refined A/B tests to maximize growth metrics, presented designs to high-level stakeholders, developed product strategy + product management documentation, contributed to design system, design specs + animation documentation, mentored junior designers.

CBS Sports
Senior Product Designer, UEFA + Soccer 2020–21

Responsible for product design of all soccer-related experiences across all platforms, co-led design for March Madness Brackets experience, contributed to design system, managed all soccer logos in design system, formulated product strategy for soccer experiences, led design QA, mentored junior designers + gave feedback on projects.

IBM iX
Senior UI/UX Designer 2019–20
UI/UX Designer 2017–19

Led and designed end-to-end user experiences for enterprise clients, created design systems, led user testing + wrote testing scripts, created journey maps + personas, delivered design presentations to clients, led user research + user interviews, participated in IBM Design Thinking workshops, mentored junior designers; key clients include: Oncor, ADP, MetLife, UPS, Daimler, SEFCU, Sally Beauty, NYC Department of Homeless Services