

Radu Dutzan

radu.cl/work

Interface Designer + iOS Developer

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User-focused product thinker
creating simple, meaningful,
and polished digital experiences.

12+ years of web design
7+ years of app design
6+ years of iOS development

Strategic Design BA, 2015
Design+Technology MFA, 2019
(projected)

Currently

Design+Technology MFA Student at The New School Parsons, NYC

2017 Teacher

Intro to App Design

Created a 30-hour course to immerse graduate graphic designers in the essentials of app interface design.

Provided high-quality, visually rich design lectures. Guided 9 projects of 19 students across 3 instances of the course.

2017 Lead App Designer

Alimentos C rpora / Fork

In 4 weeks as a freelancer, created main structures, designed critical flows, and spec'd visual language for new food app.

Provided project continuity through a top student of my App Design course.

2015-2016 iOS UX Prototyper

Google Search

Developed high-fidelity native iOS/tvOS prototypes and frameworks for Search design explorations and user studies.

Prototypes were used by top Google executives. Created new product proposals. Advocated for Apple standards.

Ongoing Designer and Developer on my iOS apps



Doppi

A simple player for music synced with iTunes or purchased from the Store, with a contemporary and intuitive user interface.



Cromi

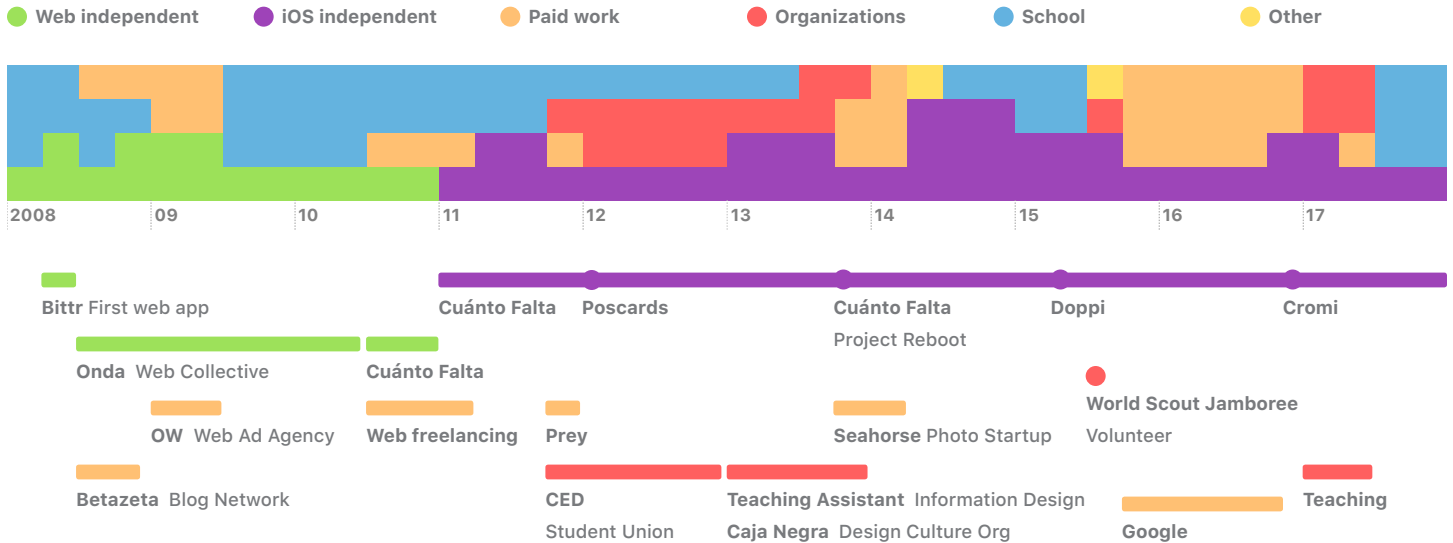
A very simple app for Santiago de Chile's transit system. Provides bus stops, arrival estimations, and card reloading spots.

Timeline of relevant experience

Much of my formation and experience is non-traditional—my training is mostly non-academic, and my work has happened fully independently, at startups, and at large corporations.

This timeline illustrates how I've managed to jumpstart and develop my career over the past 10 years across all sorts of work modalities: independent, freelance, as an employee, and as a student.

The grid is divided into year-quarters on the X-axis, while the Y-axis represents the 'bandwidth' I gave to different activities at any given time. I've also highlighted some projects and positions below.



Onda Web collective, 2008-2010
With some journalists, an engineer, and a web designer (me), we formed a collective called Onda that in 2008 built an online radio with live shows, and one of the top 3 websites that covered the 2008 municipal elections in Chile. In 2009, we launched a technology blog that became our main focus for the next 1.5 years.

Cuánto Falta Mobile app, 2010-2015
With an engineer partner from Onda, we built a highly polished mobile web app that delivered bus arrival estimations for Santiago's transit system. We eventually went native, and added a map with stops and card reloading spots, plus favorites and history features. The app went through 3 major design iterations and was my testbed for learning iOS development.

CED Executive secretary, 2012
As a member of our Design School's Student Union, I experimented heavily with the web. But I also truly grasped the meaning of giving all of myself to a project—of working tirelessly and passionately within a team to achieve and deliver the best solutions we could possibly produce to improve the life of our fellow students.

Postcards iPhone app, 2012-2015
A vision originally for iPad became Postcards, a Tumblr client for iPhone that encapsulates posts in swipe-able cards (designed before Tinder launched). A huge lesson in product management: we struggled to implement a design that we were mindlessly enamored with and that was beyond our technical ability, until we had the clarity to be pragmatic and simplify.

Seahorse Product designer, 2013-2014
On this now-pivoted photo album sharing startup, I led the effort to create the then-new web client for the service using a prototype-first approach. We launched our initial release by the end of my second month, and reached feature-parity with other clients by the fourth. We iterated heavily through user studies in order to achieve a very intuitive UI on desktop.

Caja Negra Design culture org, 2013
A continuation of one of our CED projects, Caja Negra focused on exposing design students to self-powered ambitious projects other designers had undertaken while they were students themselves. We aimed to inspire and motivate design students to follow their passions and begin building their futures right away.