

Design and Video

cfay.work@gmail.com

Early-career designer transitioning from commercial film production.

Selected Work

April 2026 - July 2026

Philo
Designer – personal project

- Conducted user interviews and a participant card sort, synthesizing findings through affinity mapping, personas, information architecture, and user/task flows.
- Designed and iterated the experience in Figma, progressing from early concepts to a working mobile-web prototype across 46+ documented versions.
- Ran informal usability testing with 15 users, using feedback to refine navigation, content hierarchy, and interaction behavior.

Work Experience

August 2025 - Present

Production Tech
Raindrop Agency

- Supported commercial productions by executing lighting setups from production plans, assisting cinematographers with camera builds, ensuring timelines, safety, and quality standards were met
- Worked closely with producers, directors, and crew to adapt technical execution to changing production needs on fast-turn shoots

October 2024 - August 2025

Production Assistant
Raindrop Agency

Education

2024

University of California, Riverside
▪ Honors Program

2025

Designlab
▪ UX Foundations

Skills

UX

User interviews, affinity mapping, information architecture, user flows, wireframing, prototyping, usability testing

Design

Figma, Claude, Codex, Cursor, After Effects, Cavalry

Collaboration

Google Workspace, Asana, Slack, ClickUp