

Raúl Falcón

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UX & Product Designer from RISD. I design complex frontier technologies into intuitive, mobile-first software experiences and accessible human-computer interactions.

Education

Rhode Island School of Design (RISD)

Brown University, cross-registration

BFA, Industrial Design, May 2026

GPA: 3.813 • 7x Academic Honors Student

Experience

Product Designer — CurioXR (Meta Quest) | Remote

Jun 2023 – Aug 2023

- Developed a standardized UI component library and tab hierarchy across diverse modules (Chemistry, Anatomy, and Physics) to lower cognitive load and create a predictable user experience throughout the platform.
- Optimized spatial ergonomics by reducing button scale by 20% and increasing padding, effectively mitigating interface fatigue and maximizing the "active learning canvas" for complex 3D subjects.
- Designed and rapidly prototyped VR-native interaction patterns, including an animated inside-wrist menu with synchronized audiovisual feedback to provide a low-friction method for triggering system actions.
- Leveraged Blender 3D to model, pose, and render high-fidelity educational assets, such as molecular structures, ensuring visual consistency between 2D UI elements and interactive 3D models.

3D Artist (UX & Environments) — Brown-RISD Game Developers | Providence, RI

Feb 2025 – Dec 2025

- Ran extensive usability playtests that identified and resolved 30+ critical user friction points.
- Utilized visual affordances to guide intuitive player navigation and streamline core puzzle interactions, ensuring a seamless user experience.
- Built key game environments and textured retro-horror hero props, setting the overall visual tone with a comprehensive concept board.
- Integrated art in Godot 4.4 and organized assets for an 18-person team.

Content Creator & Creative Producer — Enchiridion | San Juan, PR

Aug 2020 – April 2026

- Synthesized complex research into high-fidelity motion graphics and relentlessly A/B tested visual assets to optimize click-through rates, driving 38M+ views and earning the YouTube 100K Creator Award.
- Wrote, directed, and edited videos; built an analytics-driven pipeline that boosted retention and viewer engagement.
- Grew a science and paleontology channel to 127,000+ subscribers, ensuring scientific accuracy across 139+ high-production educational videos.

Industrial Designer — RISD Rover Team (NASA HERC) | Providence, RI

Sep 2025 – Dec 2025

- Led a rapid, human-centered iterative process, prototyping the steering assembly 7 times to resolve complex ergonomic and physical constraints, achieving a 50° steering angle and 9-foot radius.
- Co-designed and fabricated a steering assembly; pivoted from handlebar prototype to a final crank-steering system to optimize mechanical advantage.
- Managed end-to-end manufacturing pipeline: SolidWorks/Fusion360 CAD optimization, iterative 3D-printed mockups, and final carbon-fiber layups.
- Technical editor for NASA Design and Operational Readiness Reviews; revised early engineering documents, directly contributing to the team's 2nd Place Global finish and the Phoenix Award.

Skills

UI/UX & Human-Computer Interaction: Mobile-First Design, Interactive & Rapid Prototyping, User Research & Usability Testing, Human-Computer Interaction (HCI), Wireframing & User Flows, Spatial/VR Interfaces, Figma, Cursor

Motion & Interaction Design: Motion Design, Microinteractions, Video Prototyping, Adobe After Effects, Premiere Pro

Hardware-Software Integration: Wearables & Softgoods, Ergonomics & Biomechanics, Rapid Hardware-Software Prototyping, Sensor Integration (IMU/Motion), Physical Computing, Arduino

CAD & 3D Rendering: SolidWorks, Fusion360, Blender, KeyShot, Rhino 7

Visual & Generative AI: Prompt Engineering, Midjourney, DALL-E 3, Adobe Photoshop, Illustrator

Languages: English (Fluent), Spanish (Native)