

RUSTY GAECHTER

(408) 218-7267

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I'm a user-interface designer with an interest in building beautiful, meaningful and user-centric design systems for devices of all scale. I create a wide variety of graphics and component libraries for mobile, wearables, and desktop platforms. Spanning a range of clients, I've produced collateral for high tech, the pharmaceutical industry, museums, music venues, sports organizations, academic institutions and more.

TECHNICAL SKILLS

- UX/UI development and prototyping
- Expert level user in Figma, Sketch, Adobe Creative Suite
- Custom components and library design
- Experience using project and bug tracking software

EXPERIENCE

Meta / Tek Systems, Inc.

May 2022 - July 2023

UI/UX Product Designer - Design Systems

- Designed components, icons, asset libraries for the Reality Labs team
- Built motion studies and interactive prototypes
- Worked closely with engineering teams to build efficient and accurate components
- Provided guidance to product designers to maintain consistency throughout the design system

Fitbit (Google) / Pro Unlimited, Inc.

Dec 2020 - Dec 2022

UI/UX Visual Designer - Design Systems

- Developed visual design framework, assets and resources for Fitbit's wearable OS and apps
- Created and maintained asset libraries for device product developers and designers
- Produced detailed visual design guidelines and specifications for development and engineering teams
- Led team education on best practices with Figma software

Google / Adecco, Inc.

Aug 2016 - Aug 2018

Senior UX/UI Production Designer

- Managed asset library for iconography and interface components
- Developed and produced mobile and desktop UI for Google Maps
- Created Illustrations, icons, and various UX/UI elements

Apple / Schawk, Inc.

Feb 2012 - May 2016

Production Designer

- Produced high-resolution UX/UI files for marketing and communications.

- Managed asset library and organization for desktop, mobile and wearable screen assets
- Responsible for mechanical layouts for Apple store signage in the US, Europe, Asia and Australia.
- Design Lead on studio support documentation for Apple stores

RR Donnelley

Feb 2005 - July 2009

On-Site Art Director / Print Production and Studio Manager

- Designed print and web collateral for Johnson & Johnson's Acuvue Brand
- Managed a variety of tasks; design, illustration, art direction, design implementation, print production and file archiving
- Produced product photography and renderings
- Met tight deadlines in a fast-paced, high-volume environment

EDUCATION

Master of Fine Arts in Illustration - Savannah College of Art and Design - Savannah, GA

Bachelor of Science in Graphic Design - San Jose State University - San Jose, CA