Ana Rueda



Product Designer

Lisbon, Portugal | hi@ana.build | portfolio.ana.build | LinkedIn

I design digital interfaces and web experiences with smooth, delightful interactions, drawing from my expertise in 3D animation and motion graphics.

Experience

Design Engineer Intern, NOX | Summer 2025

• Designed an animated landing page for NOX in Figma and created its motion graphics in Rive.

Freelance Designer | 2022–2023

• Designed merchandise for Worldcoin and Taiko and created sprites for Skylab.

Social Media Manager, Koywe | Jan–May 2022

• Managed the startup's Twitter, Instagram, and Discord channels.

Selected Projects

Audio Diary | iOS app design · App Store

• Designed the onboarding flow and all app interfaces and animated all skeuomorphic elements using Rive. Worked with a developer to bring the app to iOS.

Ana's Wardrobe | Interactive 3D web project · clothes.ana.build

• Designed, modeled and built a browser-based dress-up experience where users can mix and match 3D garments and accessories on an animated character.

• Adapted the layout for mobile and integrated outfit controls with animated pose transitions.

Education

Shift Nudge Product Design | Completed full course, Summer 2026

Bachelor's Degree in Animation, U-tad University | Madrid, Spain · 2022–2026

Specialization in 3D and Visual Effects

CS50: Introduction to Computer Science | Harvard University coursework, 2022

Skills and Languages

Design: UI design, user flows, web design, motion graphics, 3D animation

Tools: Figma, Blender, Framer, Rive, Illustrator, Photoshop, Premiere Pro

Languages: Spanish (native), English (C1, Cambridge), German (B1)