

ROBERT SANDLER		Product Designer New York, NY	robertsandler.design r.j.sandler@gmail.com (443) 845-2657
EXPERIENCE	2026	Mechanize Inc. —Designer Developed Mechanize’s visual identity and brand across advertising, recruiting, merchandise, and employee experience. Designed social and physical campaign assets, wrote and adapted ad copy, and responded to creative requests across channels. <i>Short-term engagement concluded following the company’s acquisition.</i>	
	2024–2026	Epoch AI —Design Lead Led product, UI, data-visualization, and visual identity across Epoch AI’s website, research tools, and public-facing communication, partnering closely with researchers, engineers, and leadership. Redesigned the site architecture through user and stakeholder interviews, defined the visual identity, and designed the UI across core web and data experiences. Led design for Epoch’s data centers project from concept through prototyping, user testing, implementation, and QA; the work secured a \$2.7M grant to continue the research. Established reusable visualization patterns, design conventions, and workflows for presenting complex findings clearly and consistently.	
	2021–Present	Freelance Designer Design and develop responsive websites and digital products from early research through interaction design, prototyping, testing, and implementation. Work spans product strategy, visual identity, editorial design, and frontend development. Select projects include: — a. Squire — website design and development — The Nixon Collection — website design and development — Downtown Critic — website design and development — Drio — workflow redesign to reduce project turnaround time	
	2018–2022	PPP Editions —Designer Designed and developed PPP Editions’ website and online sales platform, integrating payment and shipping workflows to streamline sales and art handling. Oversaw visual design and production of artists’ books, working from early concepts through final files and publication.	
EDUCATION	2017–2020	Bard College; Annandale-on-Hudson, NY —M.F.A., Visual Art	
	2009–2013	Brown University; Providence, RI —B.A., Science & Technology Studies	
SKILLS		Product design · UX research · User testing · Wireframing · Prototyping · Design systems · Data visualization · Information design · Web design · Typography · Visual identity · Figma · Webflow · HTML/CSS · InDesign · Photoshop · Illustrator · 3D modeling	