



# Anthony Perrault

SENIOR PRODUCT DESIGNER

## Details

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## Links

[www.anthonyperrault.com](http://www.anthonyperrault.com)  
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## Skills

Figma  
Adobe After Effects  
Adobe Illustrator  
Adobe Photoshop  
Claude Design  
Framer  
Webflow  
Brand Identity  
Product Design  
Motion Design  
Jira  
Monday  
Notion

## Hobbies

Gaming (RPGs, Storytelling),  
Music Production

## Profile

Senior Product Designer with 9+ years across SaaS, enterprise tech, financial services, and legal tech. My work covers UX/UI, design systems, motion, and brand.

My stack: Figma (advanced variables, logical expressions, design system architecture), After Effects (2D and 3D), Lottie and JSON handoffs, full Adobe CC. Google-certified in UX. Agile certified.

How I work now: Anthropic's Claude Code, Claude Code sub-agents, and Cursor live inside my workflow. With them in the loop, I can take a concept from Figma to a deployed site in about a day. I use AI to translate design intent into shipped code. The design work itself stays in my hands.

## Employment History

### Product Designer, Toptal, San Francisco, California

SEPT 2025 – PRESENT

- Build design systems and reusable component libraries in Figma for clients across tech, finance, and higher education. Recent project: a website refresh for the University of Miami.
- Translate brand guidelines into design tokens, semantic color libraries, and modular landing page components, so a single update ripples across a campaign instead of getting rebuilt by hand.
- Use advanced Figma variables and logical expressions to keep systems intact at scale (multi-theme, multi-brand) and hand them off cleanly to engineers. - Work with project managers and clients to scope, design, and ship without bloating the workflow. Claude and Cursor live inside that workflow when a project calls for design-to-deployed turnaround.

### Brand Designer, Cover Genius, San Francisco, California

NOV 2025 – FEB 2026

- Designed brand and digital assets for Cover Genius (an embedded insurance platform) supporting B2B sales with partners including United Airlines and Booking/Expedia.
- Expanded the existing design system in Figma, adding components for sales decks, digital campaigns, and partner-facing collateral so the team could ship faster without redrawing the same elements every cycle.
- Translated complex insurance product offerings into clean, scannable visuals for sales conversations with airlines, travel platforms, and other enterprise partners. - Held brand consistency across multiple channels during a fast deliverable cadence, including last-mile production work where partner timelines did not wait.

### Product Designer, Freelance, San Francisco, California

2016 – NOV 2025

- Delivered enterprise-level design solutions for SaaS, cybersecurity, and B2B clients, focusing on UX motion design, brand systems, and creating highly optimized animation exports for production environments.
- Engineered complex, variable-driven Figma prototypes and design systems for large-scale, mobile-first consumer applications, delivering motion-ready assets that facilitated effective cross-functional collaboration with engineering teams.
- Designed and executed high-fidelity marketing campaigns, data-driven reports, and product education content, consistently meeting strict timelines while protecting core brand consistency. - Demonstrated absolute ownership and autonomy

in architecting end-to-end digital ecosystems, maintaining a strong portfolio demonstrating UX motion work for large-scale consumer applications.

### **Visual Designer, Impact Trial Consulting, LLC, San Francisco, California**

DEC 2024 – FEB 2025

- Designed litigation presentations and visual strategies for legal teams representing Meta, Sony, and Apple.

- Built static graphics and motion design in After Effects, Illustrator, and PowerPoint to clarify technical arguments for judges and juries. The deliverable target was always the same: a non-technical audience that needed to follow a technical argument in real time.

- Worked directly with attorneys and trial consultants on tight courtroom deadlines, translating dense legal and technical material into clear visuals. - Held client confidentiality and brand consistency across decks built for Fortune 100 defendants, including last-minute revisions ahead of trial dates.

### **Advanced Graphic Designer, JPMorgan Chase & Co., San Francisco, California**

MAR 2022 – FEB 2024

- One of 6 Advanced Graphic Specialists on JPMorgan's tech investment banking design team in San Francisco. The role held final approval on visuals used in investment presentations, C-suite meetings, and M&A deliverables.

- Reviewed and approved design work flowing in from JPMorgan's other design teams in Boston, New York, India, and Latin America, holding the visual bar consistent across regions and time zones before client delivery.

- Designed investment decks and presentation systems for tech clients including Uber, SAP, and CrowdStrike using Illustrator, Photoshop, and PowerPoint. Two years of board-level deliverables, often with same-day turnaround. - Worked with financial analysts in San Francisco who requested me by name for the heaviest briefs, translating technical infrastructure into visuals that investor audiences could read at a glance.

## **Education**

### **BFA, Graphic Design, Academy of Art University, San Francisco**

2018 – 2019

## **Courses**

### **UX/UI Design Certification, Google**

JUN 2025 – JUL 2025

### **Essential Skills - Adobe Illustrator, Adobe**

JUN 2025 – JUN 2025

### **Essential Skills - Premiere Pro, Adobe**

JUN 2025 – JUN 2025

### **Atlassian Agile Project Management, Atlassian**

JUN 2025 – JUN 2025

## **References**

References available upon request