

RIO BUDIMAN

Product Designer | UX, UI and Interaction Design

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EXPERIENCE

Senior Product Designer (Founder)

Rio Studio

2024 - Present

- For Xephyr, designed internal tools for operations and reporting, turning operational requirements into workflows, prototypes and a design system
- Founded Nueco in April 2026, an AI voice documentation product for NDIS providers, and own its research, design and build
- Mapped how provider notes are captured, reviewed and used as evidence, and turned that into user flows, user roles and review steps
- Prototype and build with AI coding agents, and use PostHog analytics to see how the product is used and inform design decisions

Product Designer (contract via Rio Studio)

Orbital8

09/2024 - 02/2025

- Designed mobile features for iOS and Android in cross-functional squads, working with engineering leads through to release

Senior Product Designer

Kudosity

12/2022 - 03/2024

- Designed features end to end on a global SaaS platform, from problem framing and user flows to high-fidelity design and production
- Extended the design system and component library, defining the states and patterns engineering built against
- Worked with front-end engineers through implementation so design intent shipped as designed
- Mentored other designers, and documented design workflows so quality held steady as the team grew

Product and Experience Designer

PlayHQ

05/2020 - 11/2022

- Designed operational tooling for a national sports platform used by thousands of league administrators
- Mapped user flows and hand-offs across administrator, participant and organisation roles
- Turned dense competition, participant and scheduling data into clear, usable dashboards
- Ran discovery with product managers and engineers to shape the roadmap, then delivered it

SUMMARY

Over ten years designing web and mobile software, much of it for complex operations in regulated environments.

I turn complex workflows and business requirements into user flows, prototypes and interfaces, working with product managers, BAs and engineers from discovery to delivery.

Since April 2026 I have also been designing and building an AI documentation product for NDIS providers.

CORE STRENGTHS

Complex workflows multi-role operational processes, user journeys, information architecture

UX and UI user flows, wireframes, interactive prototypes, polished responsive interfaces

Facilitation LUMA certified discovery sessions, design workshops and design reviews

Research customer research, usability testing, analytics

Delivery agile squads with PMs, BAs and engineers, making sure design intent ships

Design systems component libraries, states and patterns

Regulated domains designing within compliance and governance rules

TOOLS

Design Figma, prototyping, design systems

Research usability testing, PostHog analytics

Collaboration Jira, Confluence, Miro

Build React Native, TypeScript, HTML, CSS

AI Claude Code, Cursor, OpenCode, Qoder

EDUCATION

LUMA Institute Certified Practitioner
Human-centred design methods and facilitation

Bachelor of Design (Multimedia Design)
[Swinburne University of Technology](#)

ICAgile Certification

Digital Experience Designer

Bupa

02/2016 - 11/2019

- Designed web and mobile experiences for members of a large regulated health insurer, simplifying compliance-heavy processes
 - Led customer research and usability testing that informed design decisions
 - Worked with product, engineering and compliance teams to deliver within operational and governance rules
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Digital Designer

World Vision Australia

01/2012 - 12/2015

- Designed digital products and campaigns for a global nonprofit, building responsive websites in HTML, CSS and JavaScript