

Derek Grape

DIRECTOR UI/UX · PRODUCT DESIGNER · FRONT-END DEVELOPER

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Professional Summary

Designer and developer with 27 years of experience connecting product design and technology across enterprise software, mobile products, websites, component libraries, visual identity, illustration, and marketing design. Combines systems thinking with hands-on prototyping and front-end development to create clear, production-minded experiences.

Core Skills

UI/UX Design · Product Design · Design Systems · User Interface Prototyping · Accessibility · Mobile Applications · Web Applications · React · Angular · HTML5 · CSS · Tailwind CSS · Figma · Sketch · Adobe Illustrator · Adobe Photoshop · After Effects · Illustration · Visual Identity · Logo Design · Website Design and Development · Marketing Collateral · Trade Show Design

Professional Experience

Director, UI/UX | RFX Solutions

January 2022 - Present | Oklahoma City, OK · On-site

- Design and build production-minded prototypes in Figma and React that can be ported into the core application.
- Designed the Provider Wallet experience in Figma and built a working React prototype in under two weeks; prepared a native port for App Store deployment in under 30 days.
- Created Nova, an Angular and Tailwind component library with accessible patterns, forms support, and dark mode, and developed its React successor, Raygun.
- Lead marketing design across trade show booths, logos, collateral, and website design and development.

Senior Designer | Exaptive, Inc.

June 2015 - December 2022 | Oklahoma City, OK · Hybrid

- Designed and built production-minded enterprise interfaces in Sketch that could be ported into the core application.
- Created illustrations, visual identities, logos, and supporting brand assets.
- Led marketing design across trade show booths, logos, collateral, and website design and development.

User Interface Designer | RaiseMore Fundraising Platform

May 2010 - June 2015 | Oklahoma City, OK · On-site

- Designed user interfaces and prototypes for a mobile fundraising application.
- Created web and marketing design for the product and its supporting digital materials.

Selected Work

Nova and Raygun - Created Nova for Angular and Tailwind, then developed Raygun as its React successor. Reusable components, accessible forms, dark mode, and live implementation docs. designsoda.studio/work/nova

Pinch of This - Product design, front-end development, and visual identity for an app and website that organize recipes from links, videos, and handwritten cards. pinchofthis.recipes/app

Provider Wallet - Mobile product design and React prototyping for provider credentialing, facility invitations, and document management.

Education

Bachelor of Arts in Graphic Design | Southwestern Oklahoma State University

August 1992 - December 1998 | Activities: AIGA