Jonathan Van Gils

Product Designer — UX/UI · Los Angeles, CA

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Summary

Product designer blending end-to-end UX craft with hands-on front-end and AI-assisted development. Background in building and uplifting music brands and communities; now designing products that do the same — from research and prototyping through shipped, coded experiences.

Experience

- **Realm — Founder · Product Designer · Web Developer**

  JUN 2026 – PRESENT · LOS ANGELES, CA

  Realm is a creative operating system for musicians and their teams.

  - Founding and designing the product end to end: product strategy, UX/UI, and identity.
  - Building the web experience directly in code — an interactive three.js universe (JavaScript/HTML/CSS) developed with agentic tooling (Claude Code, VS Code).

- **Any Given Night — Lead Product Designer (Contract)**

  JAN 2026 – JUN 2026 · ANYGIVENNIGHT.LA · LAUNCHING AUG 2026

  A platform giving Los Angeles music lovers a new way to discover and engage with live music.

  - Owned the full UX process for a music-tech startup, from secondary research through wireframing, Figma prototyping, user testing, and usability testing, to engineering handoff.
  - Designed and coded an interactive three.js navigation for the landing page (JavaScript/HTML/CSS), developed in VS Code with Claude Code.
  - Built an intelligent venue-scouting bot on the Claude API that scrapes concert listings from venue sites and extracts event details from poster images, automating aggregation for the founding team.
  - Delivered developer-ready handoff and collaborated directly with engineering through implementation.

- **Radiant Confidence Circle — UX Designer (Contract)**

  2026

  A Udemy-powered coaching community on Circle.so.

  - Contracted to transform the community into a brand-identity-driven UI on Circle.so.
  - Designed the brand's landing page and end-to-end community experience.

Earlier experience

- **Tako Tomago — Artist · Producer · Graphic Designer**

  2012 – PRESENT · LOS ANGELES, CA

  Independent wave / melodic bass music project spanning recording, performance, sound design, and visual design.

  - Generated over 3 million streams across platforms, with label releases (incl. Liquid Ritual) and top-10 Beatport chart placements.
  - Created all graphic design and visual identity for the project — release artwork, brand, and promotion.
  - Performed live in Seattle, San Francisco, and Los Angeles.
  - Designed, produced, and sold vocal sample packs and monthly sound-pack subscriptions via Bandcamp and Patreon, handling all sound design and vocal production.

- **Apple — Specialist, The Grove**

  2017 – 2019 · LOS ANGELES, CA

  - Customer-facing Specialist at one of Apple's flagship Los Angeles retail locations, guiding customers to the right products and solutions.

Portfolio

- **jonathanvangilsdesign.com** — full portfolio
- **Candle** — self-care app case study (end-to-end: research → brand → prototype → testing)
- **Nucleus** — Pomodoro-powered to-do app case study (visual identity, research, prototyping)
- **Any Given Night** — anygivennight.la (live, pre-launch)

Skills

DESIGN	Design systems · Wireframing · Prototyping · Usability testing · Secondary research · Engineering handoff
DEVELOPMENT	JavaScript / HTML / CSS · three.js · Node.js · JUCE (audio plugin framework)
AI-ASSISTED WORKFLOWS	Agentic development · Claude API integrations · Prompt and tool design

Program proficiency

DESIGN & PROTOTYPING	Figma · Framer · Adobe Creative Suite · Adobe Illustrator · Adobe Photoshop
INTERACTIVE & MOTION	DaVinci Resolve · Adobe After Effects · Adobe Premiere Pro
AUDIO	Ableton Live · Pro Tools · Logic Pro · Max/MSP
CODE & AI TOOLING	VS Code · GitHub · Claude Code · Cursor · GitHub Copilot · Codex
RESEARCH & COLLABORATION	Miro · Discord · OBS

Education & Certification

- **Designlab UX Academy** — UX/UI Certification, 2022–2024 (graduated May 2024)
- **NYU Tisch School of the Arts** — 2010–2012