

Graham Slick

Product, brand and experience designer

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Portland, Oregon

Thirteen years designing software, apps and campaigns at agencies in New York and Portland, from first sketch to launch. I now run Alike, a studio for brands, websites and in-person experiences. I also lead sound ceremonies as Aloka.

EXPERIENCE

2026 to now Portland	Founder, Alike Brand, website and experience design for studios, practitioners and boutique hospitality, starting with a 26-page website for a Portland bodyworker. My own products: SoundBath.co, a national guide to about 2,000 upcoming sound baths, and Bricks, a web app for a weekly game of H.O.R.S.E.
2019 to now Portland	Founder and lead practitioner, Aloka (Aloka Sound Bath House since 2025) Designed the brand, the website and the room. More than 200 ceremonies in studios, boardrooms, parks and living rooms; a weekly Bodha Yoga residency since November 2024; sessions for Soho House, TEDxPortland and Lululemon; a four-month residency sponsored by Killian Pacific. Best Sound Bath Experience: 2025 Winner, 2026 Finalist, Best of Portland Readers' Poll, Willamette Week.
2020 to 2023 Portland	Senior Product Designer and co-Product Owner, EyeCue Lab Led design of a solar-sales software suite for Powur: the sellers' platform, a back office for projects and installations, a customer website, and iOS and Android apps. Worked with 13 developers, 3 QA engineers and 2 designers, and directly with the client's CEO. Also BD Biosciences and Knox.
2018 to 2019 Portland	Senior Product Designer, Pow Interactive User-centered design and data visualization for a major financial services company's advisor software, user testing with old-school and new-school advisors, and illustrations and a landing page for its design system. Also Thryv and EPIC.
2015 to 2018 Portland, New York	Lead Product Designer, Cinomadic A business-ethics certification app for McGraw Hill Financial; Rivals, a real-world bar-sports app, from research to final design; Open Paddle, a table waitlist for venues; Mercer.
2014 to 2015 New York	Associate Creative Director, Design and UX, Story Worldwide Giving-day campaigns for Purdue and Columbia: sites, logos, video concepts, print and social. Purdue's 2015 Day of Giving raised \$13.7 million in 24 hours, a record for a single-day campaign in higher education at the time. Also Unilever brands and SEI.
2013 to 2014 New York	UX Designer, SSR (then Sub Rosa) Structure and strategy for the Recode tech blog, wireframes for GE Garages, and concepts for Napster's app.
2010 to 2013 New York	Creative Director and UX, Madzik Agency Puma, Nike, Tiger Beer, Heineken Light, PIPS Table Tennis, Soho Pong, Big Brothers Big Sisters and Beton Builders, whose brand, website and client portal I designed.

SKILLS

- Product and UX design, research and usability testing
- Interface and interaction design, design systems, prototyping
- Brand identity, copywriting, experience and event design
- Figma, Adobe Creative Suite, Principle, HTML and CSS

ALSO

- Work shown in more than 30 art exhibitions in New York, Brooklyn and Miami
- Electronic music as Oblib; voiceover for video games, including Grand Theft Auto IV

FREELANCE

- WFG National 2018
- Columbia University's 2015 Giving Day, as an independent consultant: \$12.7 million raised, its best to that point
- Magnet Theater 2010, Carnegie Council 2006, Lincoln cars and Garnier Fructis 2005

EDUCATION

- University of Massachusetts Amherst, graphic design and photography