



Ryan Rosales

SIDE PROJECTS

Meta Apparel | UX/UI Designer

August, 2021 - September, 2021 | 2 weeks

A E-Commerce cross-platform consisting of a website and dedicated mobile app design with Augmented Reality (AR) features.

- Conducted research studies, including user interviews, surveys, competitive analysis and usability testing.
- Utilized a design system and executed low-fidelity and high-fidelity mockups and prototypes in Figma, produced 3D renders in Blender, and developed a Augmented Reality (AR) demo in Unity.
- Achieved a 40% increase in success rate during high-fidelity testing.

VR Jam - Pale Blue VR | UX/UI Designer

July, 2021 - August, 2021 | 3 days

Participated in a VR game jam, collaborated with a remote team of programmers, a 3D artist and a musician to build a Virtual Reality game in 72 hours.

- Designed game UI and 3D assets in Figma and Blender and delivered to the engineering team.
- Shipped a VR game on Itch.io and generated 88 views and 34 downloads within a 7 day period.

EXPERIENCE

Lennar Corporation | Designer

February, 2021 - April, 2021

- Worked with the marketing team to design web templates for various residential communities in the San Francisco, Bay Area.

Infinite Peripherals | Design Intern

October, 2019 - January, 2020

- Collaborated across design, marketing and engineering teams to design the UI of a 20-foot marketing display for NRF.
- Responsible for the design direction of product landing pages in collaboration with Otterbox and Oracle.
- Teamed with marketing managers to produce digital design work, such as social media content.
- Worked in Sketch to design UI assets and manage design systems.

Freelance | UX/UI Designer

May, 2019 - December, 2020

- Presented and delivered design concepts to stakeholders and engineers and a startup owner.
- Collaborated with developers and project managers to design prototypes in Figma for web and mobile platforms.

EDUCATION

Google UX Design Professional Certificate | 2021

- 200+ hour intensive training in Google's best practices for UX/UI Design methodologies and technologies

California State University, Fullerton | 2017 - 2020

- Area of study: Graphic and Interactive Design

SKILLS AND TECHNOLOGY

Experience Design

User Research | Interviews/surveys | Competitive Analysis | Affinity Diagramming | Journey Mapping | Usability Testing | Wireframing | Low-fidelity & high-fidelity | Prototyping | User Experience (UX) Design | User Interface (UI) Design | Typography | Design Thinking | Design Systems | Game UX | 3D | Augmented Reality (AR) | Virtual Reality (VR)

Languages

HTML5 | CSS3 | C# (learning)

Technology

Figma	Principle	Adobe CS
Unity	Blender	ARFoundation
ARKit	Oculus Quest 2 & Rift S	

TOPICS

Ask me about

- How to get started in AR/VR as a UX/UI Designer.
- My current AR/VR projects.
- My skincare routine that makes me look a lot younger than my age.
- My experience with gaming.
- My experience at Porter Robinson's Second Sky music festival