Ryan Rosales, Digital Product Designer

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Digital Product Designer with 3 years of Graphic Design and Typography experience and 1 year of UI/UX Design work experience. Innovative visual problem solver that applies User-centered design practices to identify experience problems and develop optimal solutions in a creative and interactive way.

Experience

July 2020 - September 2020

KC HiLiTES (Freelance) - UI/UX Designer

Worked closely with the project manager to develop a mobile app design solution that remotely controls the settings of a physical controller for an American off-road lighting manufacturer.

May 2020

Software Developer Portfolio (Freelance) - UI/UX Designer

Worked closely with client to identify project design problems. Applied UX practices and latest web design trends to produce a modern and interactive portfolio design that exceeded client's expectations.

October 2019 - January 2020

Infinite Peripherals (Internship) - Visual Designer

Led visual design directions for product landing pages targeting the airline industry and Fortune 500 companies. Translated designs into front-end coding languages, resulting in efficient collaboration with the development team. Utilized Graphic Design and Typography skills to produce social media and print content. Assisted the Creative Director with the production of product motion graphics and participated in the marketing campaign for NRF 2020.

February 2019 - May 2019

Kontess - UI/UX Designer

Redesigned a startup company's website to create a more user-friendly experience. Researched, designed and prototyped a dashboard interface that will be utilized for tech competitions held by high-profile universities.

Education

August 2017 - May 2020

California State University Fullerton, Fullerton CA

Completed 132 units towards BFA Graphic and Interactive Design, 2017-2020.

Skills and Software

UI/UX Design | Product Design | Graphic Design | Visual Design | Typography | Interaction Design | Prototyping | User Research | HTML/CSS/SASS

Figma | Sketch | Serif Affinity | Adobe Creative Suite | Visual Studio Code | Principle