Ryan Rosales

UX/UI Designer specializing in games and XR (AR/VR)

EXPERIENCE

Visual Designer | Freelance

May, 2019 - December, 2021 | (Remote)

Worked in Figma to produce and deliver website and mobile application designs, along with documentations for individual clients and design agencies.

Graphic Design Internship | Infinite Peripherals

October, 2019 - January, 2020 | (On-site)

In 3 months, introduced fresh design concepts, designed dedicated responsive website landing pages of new products, email marketing and social media templates, and managed design system in Sketch. Strengthened collaboration by working closely with designers, front-end developers, project managers, and marketing content specialists.

PROJECTS

UX/UI Designer | "Meta Apparel"

August, 2021 - September, 2021

Performed user research, designed and prototyped a ecommerce website and mobile app concept in Figma. Achieved a 40% increase in completion rate from usability testing. Produced 3D models in Blender, implemented into Unity and built an AR demo with ARKit.

Project link: https://ryanrosales.com/metaApparel

Game UI/UX Designer | "Pale Blue VR"

July, 2021 - August, 2021 | (Remote)

Worked with a team of seven to develop a Virtual Reality RPG for the Oculus Quest 2. Storyboarded the player experience and worked with programmers in Unity to resolve motion sickness by creating alternative movement systems. Designed 3D environment assets and interactable UI in Blender. Generated 34 downloads on Itch.io within 7-days post launch.

Project link: https://ryanrosales.com/vrJam

UX/UI Designer | "Healthcare VR"

April, 2021 - June, 2021

Researched Virtual Reality in medical education and training. Modeled 3D interiors in Blender and developed a VR demo in Unity. Designed UI in Figma, implemented into Unity and coded interactions with C#.

Project link: https://ryanrosales.com/healthVR

EDUCATION

Google UX Design Professional Certificate

Received September, 2021

California State University, Fullerton

2017 - 2020

Area of study: Graphic and Interactive Design specialization.

TECHNICAL

Skills

UI/UX Design
Games
AR/VR
Typography
User Research
Wireframes
Prototypes
Iconography
3D Modeling

Programming

HTML5
CSS3
C#

Technology

Figma
Unity
Blender
Adobe Creative Suite (Photoshop, Illustrator)
Oculus Quest 2

Other

Topics

Mostly passionate about RPGs and mobile gacha games with previous experience playing MOBAs, VR, FPS, Fighter, Indie on PC.

My experience at Porter Robinson's Second Sky music festival (2021).