Ryan Rosales

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

EXPERIENCE

UI/UX Designer | Freelance

May, 2019 - Present | (Remote)

Working in Figma to produce and deliver website and mobile application designs, along with documentations.

Graphic Design Intern | Infinite Peripherals

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

Leading Fortune 100 company in enterprise mobility. Worked in Sketch to produce landing pages, email and marketing templates, and manage company's design system. Collaborated and delivered designs to marketing content specialists and front-end developers.

PROJECTS

UX/UI Designer | "Meta Apparel"

August, 2021 - September, 2021

Performed user research, designed and prototyped a ecommerce website and mobile app experience 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 that renders a 3D wallet display in real-time.

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

Game UI/UX Designer | "Pale Blue VR"

July, 2021 - August, 2021 | (Remote)

Worked with a team of seven for a game jam to develop a Virtual Reality RPG for the Oculus Quest 2. Storyboarded the player experience and worked with programmers in Unity to create alternative movement systems to resolve motion sickness. Designed 3D environment assets in Blender and a natural UI that players can interact with to start or close the game.

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

UX/UI Designer | "Healthcare VR"

April, 2021 - June, 2021

Researched Virtual Reality in medical education and training. Conducted user research and flows. Modeled 3D interiors in Blender and developed a VR demo in Unity. Designed spatial UI in Figma 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)
MRTK (Mixed Reality Toolkit) on Oculus Quest 2

TOPICS

Ask me about

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