



Ryan Rosales

UX and UI Designer

Creative and highly-motivated User Experience Designer with a strong foundation in Graphic Design and Typography. Strong understanding of UX methodologies and skilled in UI Design across web, mobile and immersive application.

Experience

3-day - VR Jam | UX/UI Designer

July - August, 2021

- Collaborated in a cross-functional remote team and executed a Virtual Reality game application using Unity, Blender, and Figma.
- Ideated on VR Jam product requirements; ultimately producing and publishing a space themed game for Oculus VR headsets and Android devices against 80+ submissions on Itch.io.
- Designed and delivered Unity-ready 3D models and UI assets to developers.

Lennar Corporation | User Interface Designer

February - April, 2021

- Responsible for designing web pages for various residential communities in the San Francisco, Bay Area.

Infinite Peripherals | Design Intern

October - 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.
- Worked in Sketch to design UI assets and manage design systems.

Freelance | UI/UX Designer

May, 2019 - August, 2020

- Presented and introduced innovative design concepts across an array of clients, including a startup CEO, stakeholders and engineers.
- Collaborated with developers and project managers to design prototypes in Figma for web and mobile platforms.

Portfolio: <https://ryanrosales.com/>

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Education

Immersive Insiders

Issued July, 2021

- Getting Started With: C# For Absolute Beginners
- Getting Started With: VR Development

Coursera

Issued January, 2021

- Introduction to XR: VR, AR, and MR Foundations

California State University, Fullerton

August, 2017 - May, 2020

- Graphic and Interactive Design Specialization

Skills

Design

User Interface and User Experience Design, Typography, Visual Design, Web/Mobile, Design Thinking, Wireframing, Prototyping, 3D Design, Virtual Reality, Augmented Reality, User Interview Surveys, Journey Mapping, Usability Testing, HTML/CSS.

Technology

Figma, Adobe Creative Suite, Principle, Unity, Blender, A-Frame, Vuforia, ARFoundation.