

SARAH OHYE

Designer by day. Hungry for more by night.

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Experience

MCGUIRE REAL ESTATE

Visual & UX Design {July 2008 - Present}

As the sole web designer in a small marketing group, I get my hands dirty with all online projects. My role includes continuing thoughtful user experience improvements, implementation of new design features and tools, interaction design, and front-end development. Since my involvement with the McGuire's website, our unique page views have skyrocketed by 141% and our visitors interact with our site longer. I manage internal company web projects from conception to completion and I've spear-headed the complete redesign of our package of property brochures, websites and e-mail campaigns.

JAMISON MCKAY ADVERTISING

Art Director {January 2007 - April 2008}

Managed production schedules and work flows for a high volume of weekly advertisements for various publications and websites. Since I was the only staff designer, I also created posters, brochures, logomarks, identity systems and invitations for new condominium developments around the Bay Area. Designed online advertising and e-mail campaigns for optimal response as well as designed and maintained various client websites.

LUSCIOUS DESIGN + RESEARCH (now York & Chapel)

Graphic Designer {April 2005 - July 2006}

Researched and composed brand analysis presentations for large scale technology firms. Prepared reports and presentations for client meetings as well as requests-for-proposals. Designed and produced one-sheets, product binders and brochures. Maintained client websites and databases with current copy, photography and QA testing.

FREELANCE DESIGNER

{April 2008 - Present}

Graphic design and web design projects for clients all around the Bay Area including: StopWaste.org, San Francisco SPCA, San Jose Visitors & Convention Bureau, Surfrider Foundation as well as many local companies and small business owners.

Education

Bachelor of Arts, Graphic Design

Art Institute of California - San Francisco, 2005

Skills

Extremely proficient with Adobe's Creative Suite

Familiarity with wireframing, prototyping, user research and testing, and information architecture

Experience working within existing brands and style guides

Fluent in web development technologies including HTML/CSS, some Javascript (via JQuery) and version control (git).