



---

**Raymond Yuen**  
(347) 439-5576  
rayuen@gmail.com

---

---

www.rayuen.com  
www.linkedin.com/in/rayuen

---

---

### About Me

Designer and illustrator based in San Francisco. I am looking for a full-time design position where I can apply my unique set of skills and experience.

---

### Education

**Rochester Institute of Technology**  
September 1998 - May 2002  
BFA. Graphic Design

---

---

### Work Experience

#### **Suspended Belief Studios** **Cofounder/Creative Lead**

San Francisco, 2/2012 - current  
Game Design and creative.  
Working on an original point and click iOS game. Storyboarding original concepts, creating art assets, building story and dialogue. Work with programmers to test and reiterate. Art assets include background art, character sheets, simple animation, logos, and user interface.

#### **Freelance Designer/Illustrator**

**San Francisco, 4/2012 - current**  
Clients include: Idibon, Egg Baby, Architecture for Humanity, ForUs, Museyon Guides

#### **Museyon Guides**

**Full-Time Freelance Art Director**  
New York, NY, 3/2010 - 4/2012  
Design and layout of travel guides. Worked with editors to build content based on author's content and suggestions. Managed art assets and working files. Proofed and fixed walking maps. Refined the indexing process. Fixed problems in prepress. Prepared cover UV files for print.

#### **The Pokémon Company**

**Graphic Designer (In-house)**  
New York, NY, 9/2005 - 9/2009  
In-house graphic designer in a small team. Assisted publishing

and editorial teams with strategy guides. Provided artwork and signage for major Pokémon related events, like video game tournaments and launches, new TV shows and movies, and trade show booths. Created logos for TV and movie series. Provided look and feel of promotional websites for new movies. Worked with licensing team to provide brand guidelines and art assets to licensees.

#### **Equinox Fitness Clubs**

**Graphic Designer (In-house)**  
New York, NY, 4/2004 - 9/2005  
In-house production and graphic designer. Oversaw 15+ gym's collateral needs (membership cards, free passes, promotional passes) as well as one-off promotional posters. Developed signage system for new Equinox gyms.

#### **Reporter Magazine**

**Staff Designer**  
Rochester, NY, 11/2001 - 5/2002  
Editorial design and pre-press. Working with the photographers and the creative director, created editorials for the magazine, assisted in laying out the rest of the magazine and helped with pre-flight. Also assisted with a redesign of the magazine.

---

### Technical Skills

I am fully versed in the Adobe Creative Suite design software—Photoshop, Illustrator and InDesign.

Working knowledge of HTML, CSS, Javascript, jQuery and PHP.

---

### Random Facts

I've illustrated two children's books. I drew caricatures at Six Flags Great Adventure in New Jersey for about 4 summers. I can solve a Rubik's Cube in under a minute. I forsaked any sort of CMS for my personal website to learn more about coding things by hand. I worked at a toy truck modeling company doing screen and pad printing.