Thomas Ruiz

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SUMMARY OF QUALIFICATIONS

As a manager at Regal, I have effectively managed a large team, ensuring efficiency, a balanced work environment, and empathy when it comes to maintaining a safe and welcoming work environment. In project work, I designed an accessibility controller using an Arduino for a Unity-based multiplayer game and led UX testing to refine gameplay and controller functionality. I also developed a VR demo featuring extensive accessibility options using Unity XR Toolkit, overseeing all aspects of development. Additionally, I created UI prototypes in Adobe XD and Figma, including redesigns for Spotify and new apps like MusicBoxd and Teacher's Pet, and played a role as a collaborator in redesigning part of Boise State University's Ecampus website, contributing to both design and UX testing. With a strong passion for accessibility, I strive to ensure that all my designs meet the different criteria either enacted from game accessibility guidelines or web accessibility initiatives.

SKILLS

Technical Skills:	Library Skills:	Other Skills:
- Adobe Suites (Premiere Pro, XD, Photoshop, Animate) - Unity Development (3D and VR) - Unreal Engine 5 (3D) - UX Tools (Figma, Kotlin, Jamboard) - Effective Communication - C# - Microsoft Office Suite (Word, Excel, PowerPoint) - Attention to Detail - CSS and HTML - Python	- Digital Literacy Training - Certificate in UI/UX design from Boise State University - Accessibility development (both physical and digital)	- Training & Development - Communication & Interpersonal Skills - Customer Service - Organization & Time Management

EXPERIENCE

Regal | Assistant Manager   **January 2023-present**

- **Leadership:** Successfully manage a large team and ensure communication and teamwork are present across the board.
- **Efficiency:** Prioritized workload distribution to maintain a balanced and stress-free environment.
- **Training:** Train new employees in different departments as well as place employees in areas where they excel.
- **Empathy:** Work with staff when sensing their emotions and supporting them to create a welcoming work environment

Local Multiplayer Accessibility Game | Unity Engine   https://github.com/trruiz03/Unity-Cow-Game

- **Design:** Designed and implemented an accessibility controller using Arduino for a local multiplayer game in Unity.
- **User Experience:** Led UX testing sessions, gathering feedback for both the controller and gameplay improvements.

Lost Memories VR Game | Unity Engine   https://github.com/trruiz03/DemoLevel

- **VR Development:** Developed a VR demo experience focusing on accessibility features like locomotion options, button remapping, and captioning.
- **XR Library:** Created with Unity XR Toolkit library to create an action narrative VR experience
- **Project Management:** Led end-to-end development, including art, audio, programming, and UX testing.

Personal UI Design | Adobe XD, Figma   https://github.com/trruiz03/UIDesigns_2024

- **Prototyping:** Created UI prototypes using Adobe XD, including redesigns of Spotify and development of MusicBoxd and Teacher's Pet apps.
- **Collaboration:** Collaborated on a client project to redesign part of Boise State University Ecampus website, conducting UX testing on prototypes.
- **Design:** Utilizing the 5-step processes of UI design, creating unique wireframes of mobile and desktop applications, and designing and prototyping interfaces during UX testing scenarios.

UX/UI Certificate | Adobe XD, Figma, Jamboard

- **Prototyping:** Creating UX tests for individual and group settings to better understand the user's needs, as well as keeping aligned with the client's.
- **Collaboration:** Collaborated on a client project to redesign part of Boise State University Ecampus website, conducting UX testing on prototypes.
- **Design:** Utilizing various platforms to create both web and mobile designs, such as Adobe XD and Figma, while also using Jamboard to display and notate the designs for easy access to the client.

Qualifications
Certificate in UX/UI Design
Bachelor's in Games, Interactive Media, and Mobile from Boise State University

EDUCATION
Boise State University
Major: Games, Interactive Media, and Mobile   GPA: term GPA of 3.9 and cum GPA of 3.22

Declaration

I solemnly declare that all the above-mentioned is true and correct in all respects.