

# **YESSI RAYA**

designer and developer, among other things

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## DETAILS

email: ysnraya@gmail.com  
phone: 916 665 8834

## EDUCATION

### UTAH VALLEY UNIVERSITY

B.S. Art and Design, Spanish minor  
Digital Design, Branding, Visualization, Painting, Art and Design History, Intro to Interpreting and Translating, Advanced Grammar Style and Usage, Business Spanish, Scripting for Internet Technologies

## SKILLS

### DESIGN

Logo Design, Editorial Layout, Illustration, Branding, Business Card and Stationery Design, Typography, Web Design, Photography, Photo Retouching , T-Shirt Design

### SOFTWARE

Proficient with Adobe Creative Suite (InDesign, Illustrator, Photoshop, Lightroom, Acrobat Pro)  
Working knowledge of HTML, CSS. Currently learning JavaScript.

### DIRECTION + MANAGEMENT

Management of personnel resources, project management, Communication and leadership skills, meet quotas and deadlines, follow client guidelines

## EXPERIENCE

### VENTURE DATA

*Shift Manager July 2018 - present*

Oversee supervisory and interviewer staff. Monitor and manipulate sample to meet deadlines and quotas. Communicate with staff about project updates and changes. Translate political surveys from English into Spanish. Create original documents for use in both English and Spanish.

### CSUS PSYCH SOCIETY

*Graphic Designer Aug 2014 - Dec 2015*

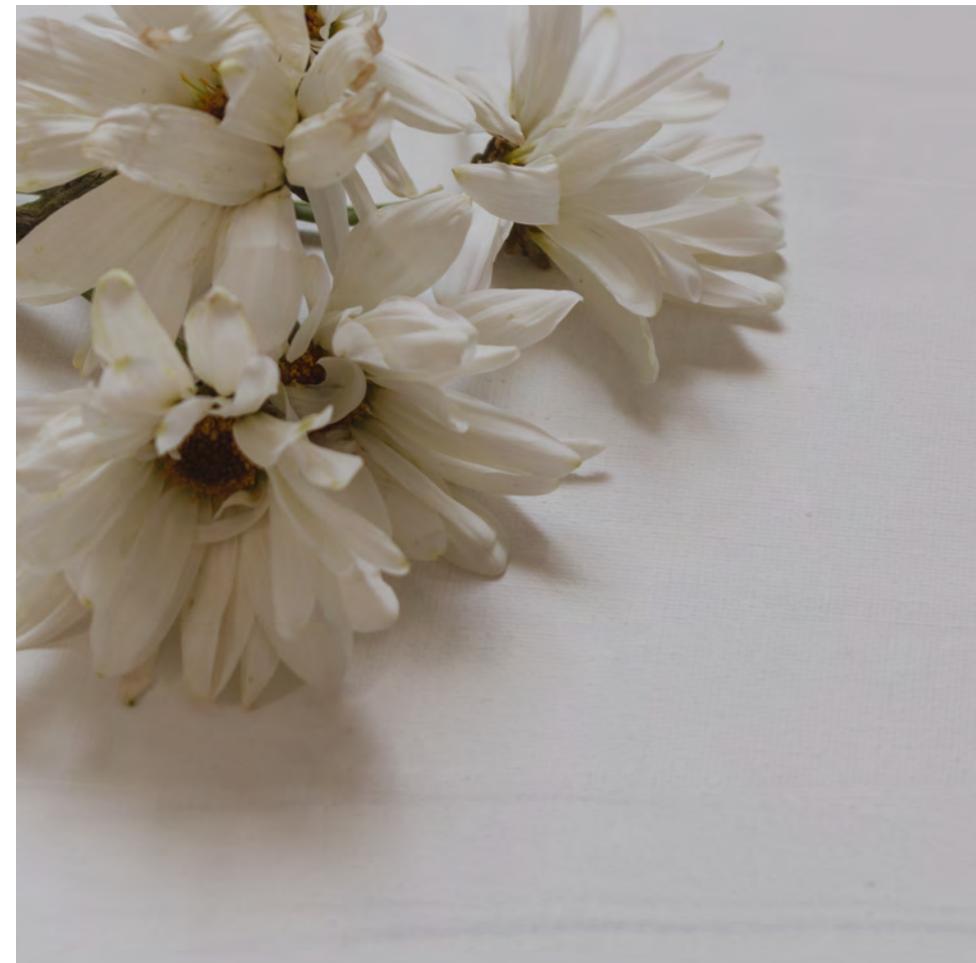
Create promotional and marketing materials, including flyers, posters, and social media content. Re-design logo and other branding marks.

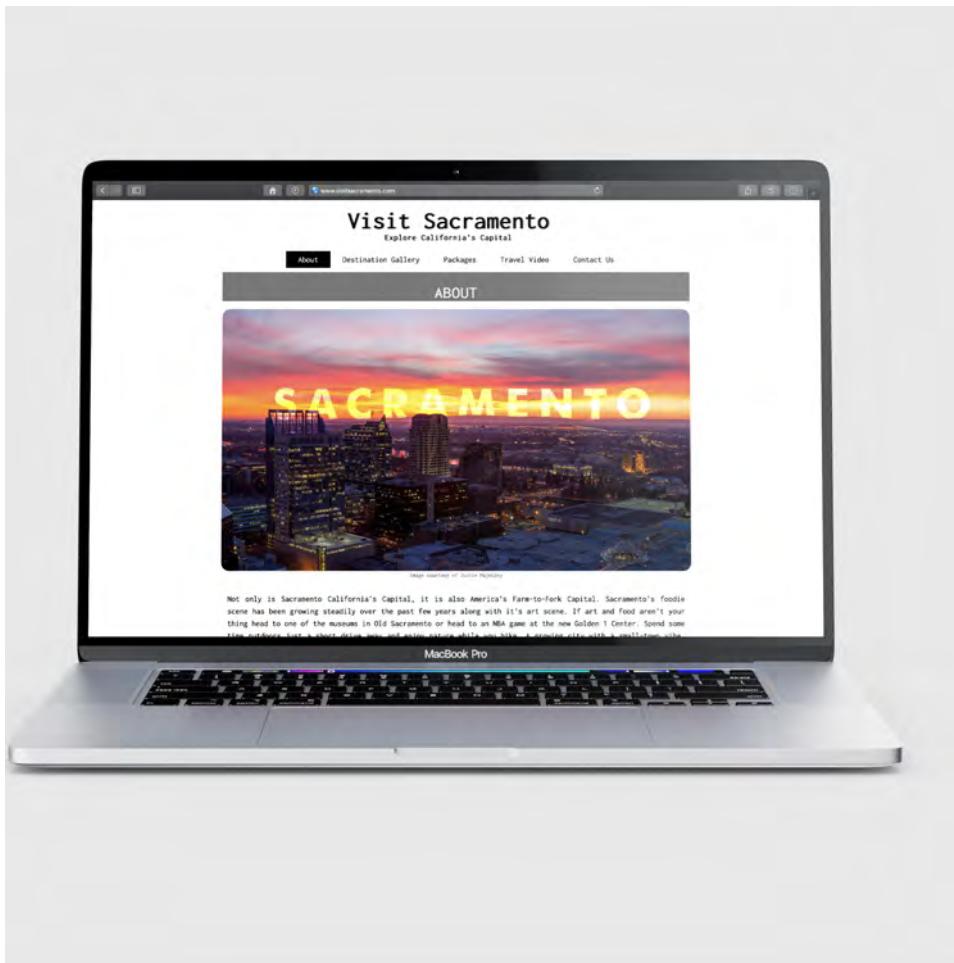
### SOLAR COOKERS INTERNATIONAL

*Graphic Design Assistant Aug 2013- April 2015*

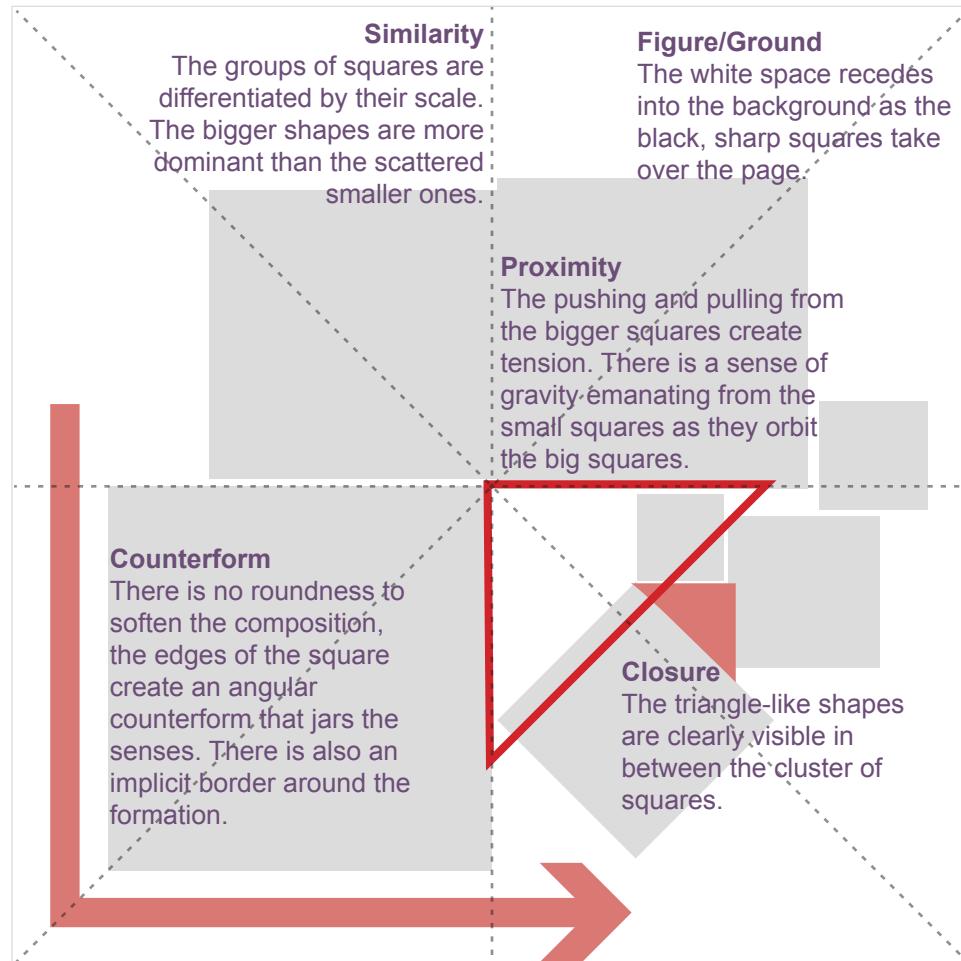
Create letters, brochures, envelopes, banners, and signs. Design graphics and edit photos for presentations and meetings. Demonstrate design process to supervisors to create better publications.  
Office duties: copying, filing, emailing, and answering phone calls.





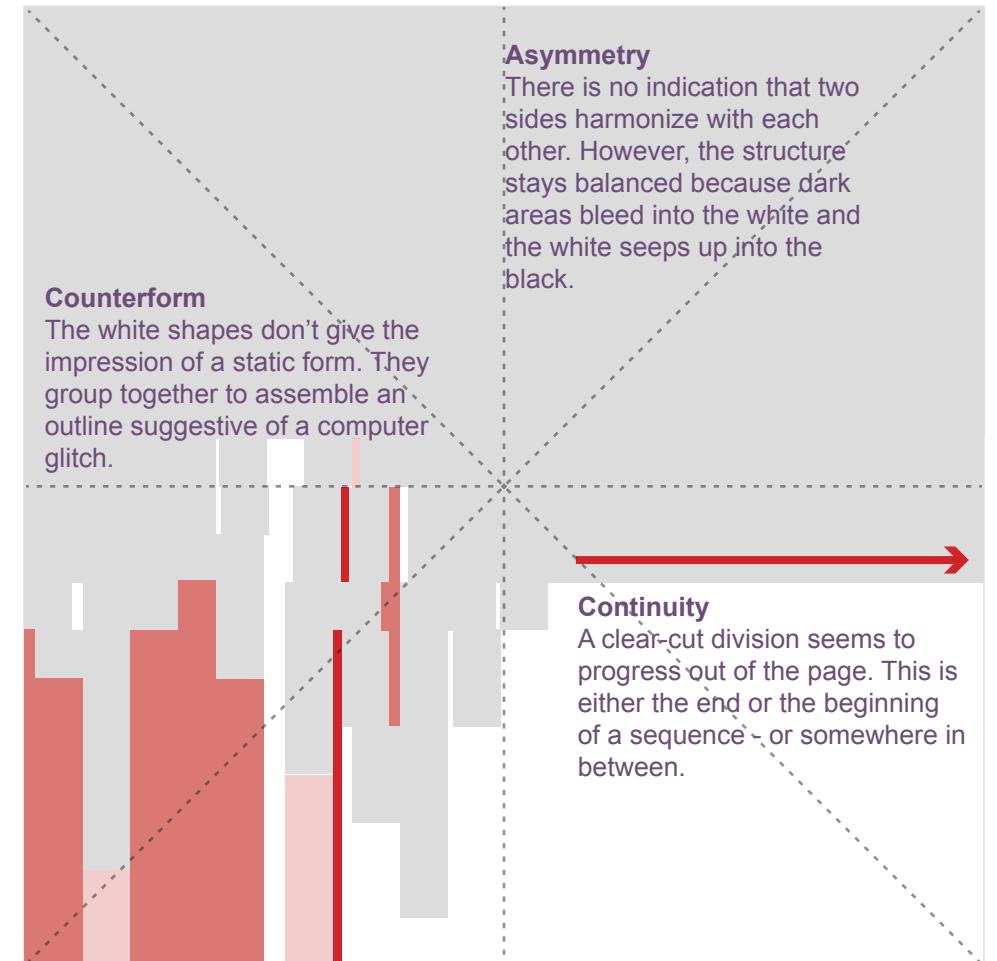


Squares are the actual building blocks of design, ever since the first video games came out. Every graphic, every illustration was created with a pixel. Here I go back to the basics to explore the fundamentals.



## NERVOUS

The tension is created by the squares that are literally on edge. They are nervous about what to do with themselves; they don't exactly fit together. A sense of claustrophobia is present because the squares have no room to breathe.



## SOMBER

An unsettling darkness is slowly enveloping the white space. The bars seem to drip with depression and are taking over the whole box. What was once a clear distinction between black and white has become a somber, aimless, gray area.

