

# RYAN ROOS

## UI/UX DESIGNER

### PERSONAL INFO

#### PHONE

949.391.8538

#### PORTFOLIO

RYANROOS.NET

#### EMAIL

RYAN@CLEARFROG.COM

#### LINKEDIN

LINKEDIN.COM/IN/ROOSRYAN

### SHIPPED TITLES

#### MONSTER JAM STEEL TITANS

PS4, XBOX ONE, PC, SWITCH

#### UI/UX DESIGNER

RAINBOW STUDIOS

#### MXvsATV ALL OUT

PS4, XBOX ONE, PC

#### UI/UX GRAPHIC DESIGNER

RAINBOW STUDIOS

#### FROM ASHES

PC (STEAM GREENLIGHT)

#### UI ARTIST

CINCO DE MAYA

### EDUCATION

#### BACHELOR OF ARTS

#### GAME ART & DESIGN

THE ART INSTITUTE OF PHOENIX

MARCH 2017

#### GRAPHIC DESIGN

THE ART INSTITUTE OF CALIFORNIA

ORANGE COUNTY

2002-2004

### EXPERIENCE



#### UI/UX DESIGNER

RAINBOW STUDIOS

MARCH 2018 - PRESENT

- + Cooperation with Art direction, Game Design and Programming for designing the user interfaces of our games
- + Defined usability strategies
- + Front end flow design and layout
- + Gameplay design of new game modes and in-game career
- + Ensured a very high usability and readability on all designs on every platform and resolution
- + Provided support and advice to the Design and Art Departments
- + 2 titles developed, pre-production to shipping, on all major platforms

#### UI/UX GRAPHIC DESIGNER / ARTIST

RAINBOW STUDIOS

MAY 2016 - PRESENT

- + Applied and maintained consistent art style through entire interface
- + Created animated prototypes demonstrating UI interaction models
- + Iterated using feedback to drive and polish features
- + Made independent creative decisions and worked with team to execute
- + Managed and lead UI Art team to deliver top quality assets and a UI that was in line with the project and brand vision
- + Worked closely with Lead UI programmers, Lead Gameplay programmer, Lead Designers and Art Director to ensure work met expectations
- + Designed and created UI components: menus, stats and inventory screens, in-game HUD elements, asset showcases, etc
- + Excellent ability to manage, meet deadlines, and recruit top talent
- + Ability to adapt to new technology
- + Ability to collaborate productively with others
- + Passionate about current video games and board games
- + Ability to work well in a team environment and iterate work

#### GRAPHIC DESIGNER

ART INSTITUTE OF PHOENIX

JULY 2014 - MAY 2016

- + Designed and developed print and media materials
- + Daily responsibilities included creating posters for upcoming events, generating forms and documents for various departments, managing and creating media for the networked TVs around the school, maintaining signage and posted media inside the school. Also producing certificates and programs. Managed a never ending flow of incoming design work with varying deadlines and art requirements
- + Worked in tandem with another designer to meet the design workload
- + Coordinated with various departments to create media

#### LEAD GRAPHIC DESIGNER/DEVELOPMENT MANAGER

PROBOARDS, INC.

MARCH 2009 - OCTOBER 2013

- + Designed and developed Version 5, the company's next gen software
- + Designed entire UI for the admin back-end and developed hundreds of features from concept to finished product
- + Daily responsibilities included designing software & company media, supervising staff, meeting deadlines, planning dev workload, and completing payroll
- + In charge of the entire development team. During our peak this included 5 programmers and a designer. Also had to coordinate with our sysadmin, CEO and support staff on a daily basis
- + Lead daily staff meeting and office events

## SKILLS

### DESIGN

ADOBE PHOTOSHOP, ILLUSTRATOR,  
AFTER EFFECTS

### INTERFACE

ADOBE ANIMATE (FLASH), XD, UMG,  
CLIK / SCALEFORM

### ENGINE

UNREAL ENGINE 4, UNREAL 3, UNITY,  
HAMMER, UDK

### 3D & PBR

MAYA, ZBRUSH, SUBSTANCE PAINTER

### CODE

HTML, JAVASCRIPT, CSS, C#,  
ACTIONSSCRIPT

### SOCIAL

TEAM LEAD, TEACHER, ORGANIZER

## WORK SKILLS

### COMMUNICATION

PROPER GRAMMAR, SPEAKS CLEARLY,  
LISTENS ATTENTIVELY, SHARES IDEAS,  
SKILLED IN CONFLICT RESOLUTION, USES  
CONSTRUCTIVE CRITICISM,  
COMFORTABLE SPEAKING IN PUBLIC

### ORGANIZATION

STAFF SCHEDULING EXPERIENCE,  
INVENTORY/ORDERING EXPERIENCE,  
GOAL SETTER, DETAIL ORIENTED, MEETS  
DEADLINES & MILESTONES, MULTI-TASKER

### MANAGEMENT

LEADS GROUPS, DIRECTS OTHERS,  
EXTENSIVE TRAINING EXPERIENCE, USES  
POSITIVE REINFORCEMENT, DELEGATES,  
TAKES THE LEAD ON PROJECTS, MAKES  
AND IMPLEMENTS DECISIONS

### STRENGTHS

EAGER TO LEARN NEW THINGS, SELF  
DISCIPLINED, SELF STARTER, PASSIONATE  
ABOUT DESIGN, OVERLY PUNCTUAL

## ADDITIONAL EXPERIENCE



### GRAPHIC DESIGNER / CO-FOUNDER

HOSTMOXY

FEBRUARY 2008 - MARCH 2013

- + Started and ran my web design firm for 4 years with a partner
- + Over 30 small business clients. Start-ups needed high quality websites for a low price. We provided this with a friendly hands-on approach
- + Daily responsibilities included designing websites and print media, managing company finances, working with my business partner, finding new clients and conducting consultations

### FREELANCE GRAPHIC DESIGNER

2001 - 2013

- + Specialized in website and logo design
- + Designed over 150 logos for clients and small businesses
- + Managed design and marketing for local charities & community centers

### MANAGEMENT, TEAMWORK & TRAINING SKILLS

#### MANAGER / OPENING TEAM TRAINER

CALIFORNIA PIZZA KITCHEN

FEBRUARY 2002 - FEBRUARY 2008

- + Won CPK R.O.C.K. Star award 3 times for displaying excellent teamwork, respect, and communication skills
- + Opened ten locations world wide, including Tokyo, Los Angeles, Chicago, New York, and Miami. Responsible for hiring and training staff
- + Daily responsibilities included supervising staff, interacting with guests and vendors, handling money, and ensuring that the restaurant ran smoothly on a daily basis and met periodic and quarterly expectations
- + Hiring Manager. Conducted group and individual interviews and hired over 100 employees at more than eight locations
- + In charge of all front-of-house scheduling as well as all new-hire orientation and training

#### DRIVER / REGIONAL TRAINER

RESTAURANTS ON THE RUN

APRIL 2001 - AUGUST 2002

- + Regional Trainer, and at one point all drivers working in my region were trained personally by me. Over 20 employees in total
- + Daily responsibilities included ride-alongs, training of new employees, and handling special house accounts that required extra attention and a special level of customer service

#### ASSISTANT MANAGER

PANDA EXPRESS

OCTOBER 1999 - APRIL 2001

- + In charge of daily operations, inventory and cash handling