

Ray Yuen

I'm Ray – a designer in San Francisco who focuses on branding, visual design, and ui/ux. I've worked in games, publishing, marketing, and currently at Quantcast on the Growth team.

TECHNICAL SKILLS

Adobe Creative Suite (Photoshop, Illustrator, Indesign), Sketch, HTML, CSS/Sass, Responsive Web, UI & UX, Javascript/JQuery, PHP, Wordpress, Git/Github, Illustration and Drawing, Page Layout, Pre-Press, Art Production

CLIENTS

Wired Magazine, Abriendo Puertos, Adelle Marcero, Idibon, Egg Baby, Architecture for Humanity, ForUs, Sarah Walko, Malado Baldwin, Ketti Kupper

EDUCATION

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

CONTACT

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PROFESSIONAL EXPERIENCE

Growth Design Contractor

9/2017 - current, San Francisco

Originally hired to be the on-site marketing designer to speed up turnaround of design projects. Eventually started working on experiment designs and mockups to increase retention and engagement. Helping realize the Quantcast platform vision.

Head of Design, Advisor at NextLesson

9/2014 - current, San Francisco

Originally hired to assist Marketing and to create all the lesson covers on the site, I quickly branched out to website and product UI/UX, product icon artwork, managing art contractors and the production process. Perfecting my duties and processes as a team manager, I was able to free up more time to devote to product UI/UX, user research, and branding.

Art Director at Suspended Belief Studios

2/2012 - 6/2014, San Francisco

Developed games from concepts to storyboard. Oversaw and created artwork and UI design. Built animation-ready art assets.

Senior Graphic Designer at Museyon Guides

3/2010 - 4/2012, New York City

Design, layout and pre-press of travel guides. Worked with editors to layout 300+ page books. Implemented better methods for production and pre-press.

Graphic Designer at The Pokémon Company

9/2005 - 1/2010, New York City

Worked in a small in-house team where we supported video-game releases, video-game strategy guides, movie/TV releases, and marketing campaigns. Developed system to bring publishing strategy guides in-house. Assisted internal departments with their creative needs. Keeper of the artwork. Enforcer of the brand.

Graphic Designer at Equinox Fitness Clubs

4/2003 - 9/2005, New York City

Oversaw 15+ gym's collateral needs (membership cards, free passes, promotional passes) as well as one-off promotional posters. Developed signage system for new gyms. Trained interns and helped assign tasks.