

WORK HISTORY

(2008 – CURRENT)

More experience listed in [linkedin.com/in/ninyo](https://www.linkedin.com/in/ninyo)**DCGONE (2016–2025)** Digital Art Director (Visual + Interactive + Motion) (9 years)Seattle (Sodo), WA – dcbone.com/honeagency.com

I design digital products with a focus on how people move through them. From storyboarding motion and AR to building user flows, wireframes, and visual systems—I think through timing, layout, and clarity. I work comfortably with complex interactions, especially when there's data or layered content involved, and aim for design that feels clear and considered from start to finish.

Clients worked with through agency: Kaiser Permanente, Amazon, Puget Sound Energy, Seattle Kraken, Seabourn Cruiseline, L'Oreal American Express (Fine Hotel & Resorts, Centurion), and Delta Airlines.

Mentor Creative Group (2015–2016) Visual/Interaction Designer (1 year)Seattle (Pioneer Sq), WA – mentorg.com

Designed platforms within a scrum workflow providing: wireframes, layouts, interactivity, prototypes (interactive/video), assets for web, userflows, visual design, redlines, etc.

Revolution (2010–2015) Graphic Designer (5 years)

Seattle (South Lake Union), WA

Designed multiple types of print components designed to fit inside marketing kits for events & kiosks; designed for samsung applications screens; designed logos for business groups & events.

Drag&Drop Creative (2012–2015) Graphic/Web Designer (3 years)Seattle (International District), WA – drgdrp.com

Primarily designed websites, business cabinets, book interiors, and logos for the local non-profit community. This also includes realstate, hygiene & health, and lifestyle focused clients.

EDUCATION

(2003–2009)

General Assembly Seattle (2015)

User Experience Research & Design

Olympic College (2003–2005)

General Education – Associates

Art Institute of Seattle (2007–2009)

Graphic Design – Associates in Applied Arts

TECH STACK

SketchApp/Figma – UI design, application/web layout, prototyping, click-through, asset creation

InDesign – multi-page print & fold, presentation, storyboarding (for animated videos and AR)

AI – Synthesia, Cursor, Midjourney, Elevenlabs, Life, LetsEnhance, etc.

After Effects – motion design, video editing, animated SVGs, interface/component prototyping

Dev language – HTML, Sass, PHP, responsive, mobile-first methodology

Invision (deprecated) – user testing, hi-fi prototyping using hotspots (through craft plugin)

Illustrator – illustrations, icon design, logo creation from sketches, assets creation

Premiere Pro – video editing, lightweight filming (Sony A7r4/35-150mmF/2.0, RoninRS2, drone)

Photoshop – color correction & grading, web graphics, photo manipulation