

WORK HISTORY

(2008 – CURRENT)

More experience listed in [linkedin.com/in/ninyo](https://www.linkedin.com/in/ninyo)

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

SKILLSET

Software/Language Usage

- **SketchApp** – UI design, application/web layout, prototyping*, click-through, asset creation
- **InDesign** – multi-page print & fold, IDX design prototype for UI components, prototyping*
- **After Effects** – motion design, video editing, interface/component prototyping*
- **Dev language** – HTML, Sass, PHP, responsive, mobile-first methodology
- **Invision** – user testing, hi-fi prototyping using hotspots (through craft plugin), storyboarding
- **Illustrator** – vector illustration, icon design, logo creation from sketches, assets creation
- **Premiere Pro** – video editing, color correction, and lightweight filming (C100/Mirrorless)
- **Photoshop** – color correction, web graphics, photo manipulation

* depending on the level of fidelity needed for prototyping an idea