

WORK HISTORY

(2008 – CURRENT)

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

DCGONE (2016–2025) *Digital Art Director | Product Designer (Visual + Interactive + UX + Motion)*

Seattle (Sodo), WA – dcbone.com

Led end-to-end product design across web platforms, internal tools, and digital experiences—including Augmented Reality. Designed user-centered experiences, collaborating with cross-functional teams of PMs and engineers. Produced design systems, UI kits, and interaction patterns for scalable products.

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) *Interaction Designer (including UX & UI design)*

Seattle (Pioneer Sq), WA – mentorcg.com

Focused on designing responsive web apps, wireframes, interactive prototypes, and user flows. Partnered with developers in an Agile environment to ship production-ready experiences.

Drag&Drop Creative (2012–2015) *Graphic/Web Designer*

Seattle (International District), WA – drgdrp.com

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

Revolution (2010–2015) *Graphic Designer*

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.

EDUCATION

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

Figma (2019) – Product design, UI/UX, design systems, prototyping, user flows, and asset creation

Sketch (2015) – Product design, UI/UX, design systems, prototyping, user flows, and asset creation

InDesign (2007) – Multi-page layouts, print systems, presentation design, and storyboarding for AR/motion

After Effects (2013) – Motion design, interface animation, interactive prototyping, and animated SVGs

Front-End Languages (2011) – [HTML, CSS, Sass, PHP] Responsive UI, component-based design, and mobile-first

Illustrator (2007) – Iconography, vector graphics, logo design, and asset creation

Premiere Pro (2005) – Video editing, lightweight capture (Sony A7r4, 35–150mm F/2.0, Ronin RS2, drone)

Photoshop (2007) – Photo manipulation, color correction & grading, web graphics, texture work