



RAMON YVARRA

AGENT OF SIMPLICITY

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@SimplicityAgent

SKILLS

Management

- Hiring
- Mentoring
- Team Building
- Project Management
- Purchasing

Design & Layout

- Figma
- Sketch
- Adobe (PS, AI, INDD, XD)
- OmniGraffle

Software

- Web (HTML5, CSS3)
- JavaScript (React, Bootstrap, UIKit)
- Mobile (React Native, Swift, Objective-C, Android Java)
- PHP (Laravel)
- Python (Flask, Marshmallow)
- Scripting (Perl, Bash, AppleScript)

CAD, Gaming & Visualization

- SolidWorks
- Unreal Engine
- OnShape
- AutoDesk Inventor
- Processing (Java)

ABOUT ME

As a designer with over twenty years of industry experience, I am focused on building human-centered solutions for our ever-evolving digital landscape. My diverse background lets me work closely with stakeholders and contributors across multiple disciplines to design and build product experiences that are simple, innovative, and enjoyable. I enjoy strategic planning, process development, and being a mentoring resource for those around me.

MOST RECENT ROLE

Senior UX / Game Designer (Contract)

Dramatic Labs • April 2022 – April 2023

Led by former Telltale Games employees, Dramatic Labs is an independent collaboration of writers, developers, designers, artists, and producers who are passionate about the future of interactive storytelling. Thanks to my previous experience on Stage 9 (a fan-based Star Trek experience), I was a welcome addition to the team working on 'Star Trek: Resurgence.'

PREVIOUS ROLES

Senior Product Designer

Bugcrowd • July 2019 – October 2022

Bugcrowd helps companies launch and maintain ongoing security research through managed bug bounties in collaboration with an international crowd of security researchers. As the senior product designer, I provide modern SaaS design guidance for Bugcrowd's CrowdControl platform, which manages the relationship between organizations and researchers. I work closely with fellow designers, project managers, developers, and senior leadership to develop new ideas and refine feature proposals for this internationally renowned company.

Director of User Experience

Karmic Labs • April 2016 – October 2018

After beginning at Karmic as their principal UX designer, I was eventually promoted to a director role, managing several of Karmic's core efforts, involving design, development, and collaborating with Karmic's leadership team. As a director, I drove requirements for all customer-facing deliverables and was responsible for the holistic user journey. During my time with Karmic, I established a cohesive brand and design language that extended to all digital and print channels.

ADDITIONAL SKILLS

Server & Database

- Nginx
- Node JS
- Apache
- Postgres
- MySQL
- LDAP
- FileMaker
- GitLab CI
- Wordpress

Hardware

- Arduino
- PCB Layout
- Mechanical Design
- Manufacturing
- Robotics

HOBBIES

- Electromechanical art
- Game design
- Motorcycles
- Robot building
- Arcade Restoration

Co-Founder & Lead Game Designer

GNDN Studios • January 2016 – July 2018

GNDN Studios was a game studio focused on space based simulations with a focus on licensed IP. Its first project was 'Stage 9' a virtual reconstruction of the U.S.S. Enterprise 1701-D. With a small team of dedicated designers we were able to release several versions of 'Stage 9'. As the lead designer, I created all of the interactive systems and layout tools for the project, including automated test and build environments.

Senior User Experience Designer (Contract)

Blue Shield of California • November 2014 – July 2015

Returned to Blue Shield of California to continue my UX efforts and assist the mobile design team in establishing new design guidelines for their updated mobile platform, and to create responsive web prototypes.

Engagement Manager (Contract)

Apple • May 2013 – August 2014

Returned to Apple after 5 years, to assist the Facilities department with the design, architecture, and development of their internal tools. As an Engagement Manager I established a design language and architectural direction for new features, coordinated with external development vendors to scope and schedule work, managed bug backlogs, and conducted regular scrum meetings.

Senior User Experience Designer (Contract)

Blue Shield of California • October 2012 – August 2013

I was initially engaged to design new sections for Blue Shield's mobile site, but after seeing my initial work I was tasked with completely re-designing Blue Shield's mobile site, including a semantic refactoring of the front-end code and defining reusable components for the development team. In addition I led future focused design exploration sessions with the existing UX team and stakeholders.

Mobile UI Architect

JPMorgan Chase • May 2011 – May 2012

At JPMorgan Chase I facilitated communication between the design and development teams by helping each group understand the goals of the other. I additionally performed a great deal of iOS UI R&D to provide guidance to the design teams in terms of future product development spanning all mobile platforms.

Additional Roles

Various locations • 1999 – Present

Full work history on LinkedIn: www.linkedin.com/in/ramonyvarra

Portfolio at: www.agentofsimplicity.com