

Arsh Saroya

Product designer with visual chops on a mission to create joy.

Experience

UX Designer, Nintendo

Jun 2019 – Jun 2020 • Redmond, WA

Created a design system for game developer tools. Crafted illustrations and writing for a set of UX guidelines, provided UX and visual design expertise for various products.

Freelance Designer

Aug 2012 – Jun 2019

Worked with 13 clients on projects relating to branding & identity, apparel design, and various graphics.

Graphic Designer, University of Washington

Nov 2017 – Jun 2018 • Seattle, WA

Created print and digital collateral for multiple groups under the Division of Student Life.

Graphic Design Intern, SRI International

Jun 2017 – Sep 2017 • Menlo Park, CA

Organized 15,000+ assets and set best practices for the team. Created a portal for staff to access assets and participated in rebrand project.

Graphic Design Intern, Perspectives Design, Inc.

Jul 2016 – Sep 2016 • Cupertino, CA

Strengthened website layout and created graphics. Shot and edited pictures of firm's projects. Designed a logo to define firm's identity.

Volunteer Work

Studio Lead & Co-Founder, Design for America UW

Jun 2017 – Jun 2018 • Seattle, WA

Coordinated with community partners, mentored project leads, and developed relationships with UW departments and mentors. Launched five project teams in our first year.

Volunteer Tutor, Reading Partners

Aug 2010 – Feb 2015 • Sunnyvale, CA

Tutored elementary school children who were behind their expected reading fluency & comprehension rate. One of my students graduated from the program within eight months.

Education

B.S. Human Centered Design & Engineering

University of Washington, Seattle

Sep 2015 – Jun 2019

Skills

Design

Sketching
Wireframing
Prototyping
UX research

Tools

Adobe CC
Sketch
Figma
Webflow

Code

HTML5
CSS3
Python
R

Contact

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