

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 to unify a suite of game developer tools. Contributed UX expertise to new and existing products, applied the design system, worked closely with engineers, and assisted with user research.

Freelance Designer

Aug 2012 – Jun 2019

Worked with 10+ clients on projects relating to branding & identity, visual design, apparel design, and various types of digital graphics.

Visual Designer, University of Washington

Nov 2017 – Jun 2018 • Seattle, WA

Created digital and print collateral such as website graphics, reports, cards, programs, and coasters for groups under the Division of Student Life.

Studio Lead & Co-Founder, Design for America UW

Jun 2017 – Jun 2018 • Seattle, WA

Launched DFA chapter at UW with five project teams. Engaged with community partners, mentored project leads, and helped members use design thinking to solve issues in the community.

Visual 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.

Visual Design Intern, Perspectives Design, Inc.

Jul 2016 – Sep 2016 • Cupertino, CA

Redesigned website and created graphics to showcase firm's projects. Designed a new logo to define firm's identity.

Education

B.S. Human Centered Design & Engineering

University of Washington
Sep 2015 – Jun 2019

Design

Sketching
Storyboarding
Journey Mapping
Wireframing
Prototyping
Visual Design
UX Research
Photography

Tools

Adobe CC
Figma
Sketch
Invision
Webflow
Framer
Cinema 4D

Contact

arshsaroya.com
[linkedin.com/in/arshsaroya](https://www.linkedin.com/in/arshsaroya)
saroya.arsh@gmail.com
408-791-4275