

Arsh Saroya

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

Experience

Product Designer, Nintendo

Jun 2019 – Jun 2020 • Redmond, WA

Created a design system to unify a suite of game developer tools. Designed various products, assisted with user research, built interactive prototypes, and collaborated with engineers, PMs, and stakeholders.

Freelance Product Designer

Aug 2012 – Jun 2019

Completed projects related to web design, branding, UX design, digital & print graphics, and apparel design for 10+ clients.

Product/Visual Designer, University of Washington

Nov 2017 – Jun 2018 • Seattle, WA

Provided product and visual design expertise for groups in the Division of Student Life. Created collateral such as website graphics, reports, cards, programs, and coasters.

Studio Lead & Co-Founder, Design for America UW

Jun 2017 – Jun 2018 • Seattle, WA

Launched DFA chapter at UW. Liaised with community partners, mentored project leads, and helped members use design to solve issues in Seattle.

Product/Visual Design Intern, SRI International

Jun 2017 – Sep 2017 • Menlo Park, CA

Designed a web portal for staff to access design team collateral. Reorganized a 15,000+ asset library, set best practices, and designed event posters. Participated in critiques for company rebrand.

Product/Visual Design Intern, Perspectives Design, Inc.

Jul 2016 – Sep 2016 • Cupertino, CA

Redesigned website to better showcase projects, improve usability, and increase online visibility. Developed branding to define the firm's identity.

Education

B.S. Human Centered Design & Engineering

Sep 2015 – Jun 2019

University of Washington

Design

Storyboarding
Journey Mapping
Wireframing
Prototyping
UX Research
Visual Design
Photography
Videography & Editing

Tools

Adobe Creative Cloud
Figma
Sketch App
InVision Studio
Framer
Webflow
Cinema 4D

Contact

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