Adrian Rosario

Product Designer

EDUCATION

M.S. Game Design Full Sail University, 2023

B.S. Entertainment Business Full Sail University, 2012

CERTIFICATIONS

Google UX Professional Coursera, 2023

IRB Member Citi Program, 2023

Frontend Development Treehouse, 2016

TOOLS (HIGHLY PROFICIENT)

- Figma
- Adobe Suite
- Confluence & Jira
- Lucidboard
- Webflow
- HTML/CSS/JS
- Microsoft Office Suite
- Tableau
- Trello

SKILLS

- Bilingual (Spanish & English)
- Mobile and Web Design
- UX Design
- Wireframing
- Prototyping
- Project Management
- Leadership
- Team Building
- Training

EXPERIENCE

Product Designer | Product Owner, SciPlay

April 2022 – Present. Cedar Falls, Iowa

- Specialized in creating end-to-end flows and product experiences for web and mobile platforms, focusing on enhancing player engagement and developing robust ecosystems.
- Developed a broad array of design deliverables, including experience maps, storyboards, wireframes, and interactive prototypes, supported by comprehensive design documentation and flowcharts to outline feature functionality.
- Conducted extensive market research and competitive analysis to identify emerging trends and shifts in the gaming industry. This involved analyzing player behavior, preferences, and market dynamics to anticipate future trends.
- Balanced a diverse range of responsibilities, from managing shortterm deliverables to driving long-term, impactful projects as a Product Owner.

Business Owner | UX Designer, Invisionnaire LLC

May 2019 – Present. Cedar Falls, Iowa

- Spearhead client consultations to understand diverse business needs, leading to the creation of customized design solutions across various platforms. This includes designing a wide range of websites, mobile applications, and landing pages for an array of services and projects.
- Develop both low-fidelity and high-fidelity designs to cater to different client requirements, ensuring each design effectively communicates the client's brand and objectives.
- Demonstrate versatility and adaptability in handling various projects, from simple websites to complex mobile applications, ensuring each project is tailored to the specific needs and goals of the client.

Project Manager: Learning & Development, Veterans United

September 2020 – January 2022. Columbia, Missouri

- Developed and implemented a comprehensive new hire curriculum and continuing education program, utilizing various teaching media such as videos and LMS.
- Utilized data analysis and dashboards to improve scheduling, roll out new technology, and optimize processes for the department.
- Acted as a liaison with the partnerships team, developing and maintaining strong relationships to facilitate successful project outcomes.