

Emmanuel "JR" Reyes

User Experience + Interaction + Visual Designer

Well-rounded, versatile designer with experience in illustration, photography, and interaction design. Detail-oriented and focused on efficient, future-proofed, and accessible user experience solutions utilizing skills developed in the creative industry to gain consensus, build mutually beneficial relationships with partners and clients, establishing successful features and products.

junior@juniormonkey.com + 253.861.4624 + Seattle, WA + juniormonkey.com

WORK EXPERIENCE

Designer II

Microsoft: Xbox

May 2015 – Present

- Design and evolve Cloud Gaming experience on console to increase GamePass service reach.
- Design and evolve GamePass experience and features to help grow the number of subscribers to 25 million.
- Develop assets, libraries, and documentation using Sketch, Abstract and Figma for use across design teams to evangelize and unify the Xbox experience across all endpoints.
- Provide UX solutions for Xbox core and service experiences and features on console.
- Collaborate with multiple product teams such as Store and Windows to create holistic vision addressing a complex set of user problems and then work with them to create a plan to deliver them.
- Advocate for design and engineering best practices to our design and developer audience to deliver modern and performant experiences.
- Work closely with Research, Product and Engineering to identify, plan, scope and execute design solutions end to end.

Designer I

Microsoft: MSN

March 2012 – May 2015

- Provided monetization design solutions for MSN.com, across all browsers and platforms.

Designer + Illustrator + Photographer

juniormonkey.com

Jan 2003 – Present

- Owner and operator for small creative projects including event, real estate, and sports photography, small-scale web and app design, and fine art and illustration projects.

User Experience Designer

Volt

Jan 2011 – Jan 2012

- Designed layouts and assets for MSN.com and clients such as Budweiser, General Electric, and Bank of America.
- Developed concepts and prototyped user interface designs for Microsoft Office API.

Senior Designer

SolutionsIQ

May 2007 – Jan 2011

- Designed application and web interface for select clients such as Wizards of the Coast, BeDynamic, and Precor.
- Created concept art for demonstration games and reels presented to potential video game clients.

SKILL SETS

Visual Design
Storytelling
Typography
User-centered Design
Responsive Layouts
Storyboarding
Asset creation
Library management

TOOLS

Figma
Sketch
Invision
Abstract
Adobe Creative Suite
Office 365
HTML + CSS
Javascript

EDUCATION

Bachelor of Arts in Fine Arts

Washington State University