

KAYLYN HO

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EDUCATION

University of Southern California

Aug 2019 - Dec 2023

Bachelor's of Fine Arts in Design
Minor in Architecture

CERTIFICATION

Google / Certificate in UX Design

Aug 2024

Udemy / Unreal Engine: Creating Widgets for UI

In Progress

Udemy / Unreal Engine: Advanced Widgets for UI

In Progress

KEY SKILLS

Brand Identity, Design Systems, UI/UX, Web Design, Prototyping, UX Research, Marketing Design

Adobe Creative Suite, Figma, Sketch, HTML+CSS

EXPERIENCE

Riot Games / Visual Design Artist

Jan 2025 - Present / Remote

- Worked on the UI/UX Gameplay team for Teamfight Tactics, contributing to the design and implementation of both in-game and out-of-game features for multiple set launches
- Collaborated closely with game designers, UX designers, motion designer, and engineers to shape and refine gameplay experiences
- Partnered with global teams to support smooth international releases and ensure design consistency across regions
- Maintained documentation and Figma-based design systems to improve team workflows

Mevany Wines / Branding Design Intern

May 2023 - Aug 2023 / Petaluma, CA

- Revitalized the branding, design, and promotional materials
- Conducted customer research and created multiple innovative design prototypes for the winery's wine tasting facility opening event

Riot Games / Visual Design Intern

May 2022 - Aug 2022 / Santa Monica, CA

- Enhanced visual game playing experience of Teamfight Tactics
- Responsible for creating in-game features such as the design of Augments and Tactician Egg Icons
- Organized and improved the game's UI design system in Figma

UserTesting / Branding Design Intern

Jun 2021 - Aug 2021 / San Francisco, CA

- Created eBooks, landing pages, and email headers that stayed consistent with brand guidelines and style
- Involved in creating promotional assets for the 2021 UserTesting Annual Conference HiWorld