

Ian Riley

Multidisciplinary Designer & Front-End Developer

I design brands, products, and websites, and build the front end too.

Kansas City, United States • hello@ianriley.co • ianriley.co • linkedin.com/in/ian-riley • dribbble.com/aleshyp • behance.net/aleshyp

SKILLS

Graphic Design

Brand identity, social media, layout, visual design

Branding

Logo design, style guides, typography

UX/UI Design

UI design, prototyping, interaction, design systems

Front-End

React, TypeScript, Tailwind CSS, TanStack

TOOLS

- Figma
- Photoshop
- Illustrator
- Affinity
- React
- TypeScript
- Tailwind CSS
- TanStack
- Claude Code

SELECTED WORK

ianriley.co

Design system built and shipped — designer & front-end developer, 2026

Aperture

Brand identity from scratch — lead designer, 2025

Northwind

Marketing site, designed & built — 2025

Lumin

Online learning platform UI — UX/UI designer, 2024

EDUCATION

Self-taught Designer, 13+ years

Graphic & UX/UI design · Since 2012

Cybersecurity Coursework

Coursera · 2025 — Foundations of Cybersecurity; Manage Security Risks; Networks & Network Security; Linux & SQL; Assets, Threats & Vulnerabilities

EXPERIENCE

Web Designer & Front-End Developer

International Academy of Science

2022 – Present

Hired as a graphic designer, ended up doing web design and front-end too. I design pages for Acellus, an online learning program, keep the design system in order, and build the designs out in code.

- Design web pages for Acellus, an online learning platform.
- Built the design system and still maintain it.
- Build my own designs in React, TypeScript, Tailwind CSS, and TanStack.
- Use Claude Code daily to move faster.

Creative Director

Noxious Gaming

1 year

Ran creative for an esports org. Set the visual identity and made the social and brand work for the team and its players.

- Set the visual identity and directed creative output.
- Made social and brand designs for the org and its players.

Graphic Designer

Buzzkill Esports

6 months

Social graphics and brand assets on a matchday schedule: announcements, results, and player content.

- Made matchday graphics, roster announcements, and results posts.

Graphic Designer

Animosity Esports

6 months

Social and brand design for the org, working to a weekly content calendar.

- Made social designs and matchday graphics on a weekly turnaround.

Freelance Designer

Self-employed

2014 – 2022

Started at 13, making social designs for esports orgs and influencers. Eight years of learning the job by doing it for people who were paying.

- Built a client base of esports orgs and influencers while still in school.
- Social designs and brand assets across a lot of different organizations.