Lucas Ryan

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UX Designer ([Portfolio](#) - [Repo](#))

Versatile and curious UX designer driven by research, collaboration, and accessibility. Thrives in fast-paced environments that prioritize thoughtful design and continuous learning.

EXPERIENCE

Realize 2050 — *San Jose, CA (Remote)*
Product Designer / Research Contractor   *(March 2025 - July 2025)*

- Designed visual systems and UI for the *AI Navigator* tool supporting energy-sector clients.
- Developed tear sheets, survey interfaces, and brand assets for consulting presentations.
- Collaborated with leadership on R&D storytelling and prioritization frameworks for utilities.

Alisa Ann Ruch Burn Foundation (AARBF) — *Remote*

Web Designer *(January 2024 - January 2025)*

- Reimagined the foundation's event and donation pages with an accessibility-first approach.
- Simplified navigation and improved the readability hierarchy for mobile users.
- Worked with nonprofit stakeholders to streamline onboarding and event sign-ups.

Thermo Fisher Scientific — *Carlsbad, CA (Remote)*

UX Design Intern → Junior UX Designer   *(September 2021 - September 2023)*

- Redesigned key e-commerce flows, improving navigation clarity and conversion.
- Created and maintained reusable components within the in-house design system.
- Conducted user research and usability testing to guide design decisions.
- Partnered with developers and stakeholders in two-week sprints to deliver updates.

EDUCATION

University of California, San Diego — B.S. Cognitive Science, Design & Interaction (2017–2022)

- Teaching Assistant for DSGN 100: led prototyping workshops and mentored student design teams.

SKILLS

Design: Wireframing, Prototyping, Interaction Design, User Research, Usability Testing

Tools: Figma, Illustrator, Photoshop, InDesign, Lyssna/UsabilityHub,, React, HTML5, CSS, Jira

Interests: Weightlifting, hiking, cooking, reading, music festivals, hot pot