

Lucas Ryan

Email: lucryan@gmail.com

Portfolio: [link](#)

UX Designer

Summary:

Versatile UX Designer with a keen focus on research-driven, user-centered design. Enthusiastic team player with experience collaborating closely with stakeholders to translate business requirements into effective design solutions. Dedicated to enhancing accessibility and refining design skills in a fast-paced environment.

EMPLOYMENT

Thermo Fisher Scientific - *Carlsbad, CA - Remote*

Junior UX Designer (Sept 2022 - Sept 2023)

UX Design Intern (Sept 2021 - Sept 2022)

- Developed wireframes, prototypes, and high-fidelity visual designs for an e-commerce platform, working closely with product managers and development teams during two-week sprints.
- Created and iterated on user flows, screen layouts, and interactive elements, ensuring a seamless and intuitive user experience.
- Conducted A/B testing, presented research findings, and made data-driven design decisions to validate and refine designs.
- Collaborated with stakeholders to implement and advocate for user-centered design solutions and maintain design consistency across the platform.
- Collaborated with developers to ensure accurate implementation of designs and adherence to quality standards via weekly design reviews

Celeste Health Initiative - *San Diego, CA - Remote*

UX Design Intern (July 2021 - Sept 2021)

- Designed user interfaces for data analysis software, enhancing usability and visual appeal.
- Participated in brainstorming sessions and design reviews, presenting design concepts and incorporating feedback to align with business objectives.

EDUCATION

University of California San Diego *San Diego, CA*

B.S. in Cognitive Science with Design and Interaction Specialization (2017-2022)

- Served as a Teaching Assistant for DSGN 100 in Fall '22, leading discussion sections and advising on prototyping projects.
- Led a team to develop a web application using React under a tight two-week deadline, demonstrating strong project management and collaborative skills.

SKILLS & INTERESTS

Technical Skills: Figma, UsabilityHub, Illustrator, Photoshop, InDesign, HTML5, CSS, Jira

Design Skills: Wireframing, Prototyping, A/B Testing, Usability Testing, Interaction Design, Storyboarding

Hobbies: Weightlifting, hiking, Sichuan cuisine, reading, music festivals