

RYAN KROPP

UI/UX Designer | Product Designer | Front End Developer

Creative and detail-oriented UX/UI Designer with 5+ years of experience turning product strategy into intuitive, engaging user experiences. Skilled in usability testing, design systems, and cross-functional collaboration. Strong problem-solver who thrives in fast-paced environments and is always eager to learn and improve.

UI/UX Design Consultant

January 2025 - Present

Verity • Contract

- Led the UX design for an AI-powered chat feature that allows users to explore and summarize research notes using natural language.
- Collaborated with product managers and engineers to integrate the AI tool seamlessly into the existing platform, enhancing search capabilities.
- Redesigned key search interfaces to support both traditional filtering and conversational search, improving discoverability and ease of use.
- Maintained consistency with existing design systems while introducing new patterns for AI interaction and feedback.
- Produced wireframes, prototypes, and design documentation in Figma to support development and stakeholder review.
- Streamlined key workflows and added new features through a thoughtful redesign of the existing platform.

Lead Product Designer

April 2024 - Present

IMSurge • Part-time

- Led the redesign of an existing application to streamline tasks and improve usability.
- Used Figma to create wireframes, visual designs, and interactive prototypes to present and test consumer-facing applications.
- Conducted extensive user research to identify customer pain points.
- Redesigned the application's user interface to create a more intuitive and visually appealing experience.
- Ensured designs were responsive and accessible.
- Introduced features and design changes that reduced task completion time.
- Managed the project timeline, resources, and deliverables to ensure on-time completion.

UX Designer II

November 2021 - February 2024

Savana Inc. • Full-time

- Led the end-to-end design of an online banking system, contributing to its inception and development.
- Conceptualized wireframes, visual designs, and interactive prototypes for consumer-facing applications.
- Conducted user interviews and usability testing to validate feature usefulness, identify pain points, and refine the overall experience.
- Collaborated closely with developers and product managers, ensuring seamless integration of design elements.
- Played a pivotal role in updating an existing enterprise product, enhancing user experiences and functionality.
- Established and maintained a comprehensive design system for consistency across multiple projects.

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Professional Skills

Agile
Artificial Intelligence (AI)
Design Systems
Figma
Graphic Design
HTML & CSS
Interaction Design
Java
Javascript
MySQL
Prototyping
Usability Testing
User Flows
User Research (UXR)
User Interface (UI) Design
User Experience (UX) Design
VB.Net
Wireframing

Personal Skills

Analytical
Collaboration
Communication
Creativity
Critical Thinking
Efficiency
Empathy
Flexibility
Leadership
Management
Organization
Reliability

Education

Bucks County
Community College
AS: Computer Science