

Ryan Flomerfelt Mather

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education

Rhode Island School of Design
BFA Industrial Design '15

Learning Gardens
Facilitator, Pedagogy and Play

Mechanics of Typographic Space
Type @ Cooper



work experience

Designer, LittleBits,
Multidisciplinary design role spanning Industrial, Graphic, and UX
Design. Focus on education products. July 2015 – p

Designer, Anji Play,
Branding, Graphic, and Product Design for education non-profit.
January 2017 – p

RISD Quickies, co-director,
Scaled peer-to-peer education organization from ~3 workshops/
term to 30/term with 600 participants. 2012–2015

RISD STEAM, president
Project Managed arts advocacy organization. worked on education
design, event planning, operated our publishing arm – STEAM Press,
and oversaw the creation of Yale STEAM, and MIT STEAM, 2012–15

Polymaker, Designer
Material science, branding and strategy for start up company, raised
100k+ on Kickstarter, now venture backed, 2013–2014



paper/patent/conference

Industrial Design Faculty Award, 2015

Fred M. Roddy Memorial Scholarship, RISD Industrial Design, 2015

Future of Entertainment Sponsor Award, HackMIT, 2014

MIT Education Design Shop, workshop facilitator, 2014

RISD E'ship Entrepreneur in Residence, 2014

RISD E'ship Fellow, 2015

Optically and mechanically active nanoscale media, patent,
co-author, 2014

Fabrication of a light-emitting shape memory polymeric web con-
taining indocyanine green, Journal of Biomedical Materials Research,
co-author, 2014

