

# Ryan Flomerfelt Mather

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## education

RISD BFA ID '15  
selected coursework:  
design & play  
gloves for astronauts  
speculative design  
wearable technology

Brown University  
coursework: advanced modern  
chinese, entrepreneurship,  
telepresence robots



## skills

Adobe CC  
Front-end web  
Processing  
Arduino  
Rhino  
Grasshopper  
SolidWorks  
Unity Game Engine

Project Management  
Product Design  
Experiences  
Graphic Design

Spanish (Int.)  
Chinese (Adv.)



## work experience

RISD STEAM, president  
project managed arts advocacy organizations, worked on  
education design, event planning, operated our publish-  
ing arm – STEAM Press, and oversaw the creation of Yale  
STEAM, and MIT STEAM, 2014-p

MIT Media Lab, researcher  
completed independent research for Dr.Sato on specu-  
lative interfaces between humans and harmful nuclear  
radiation, 2014-p

Polymaker, designer  
branding and strategy for start up company, raised  
100k+ on Kickstarter, now venture backed, 2013-p

3D Systems, design intern  
developed 3D printed products and user experience for  
getting started with 3D printers, 2014



## paper/patent/conference

Future of Entertainment Sponsor Award, HackMIT, 2014

MIT Education Design Shop, workshop facilitator, 2014

A Better World by Design, workshop facilitator, 2014

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

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