JOHN RIORDAN

EXPERIENCE

Lead Product Designer/Senior Engineer TSM/BLITZ

Complete end-to-end feature development starting with user research and wire-framing/prototyping, all the way to writing the actual production code implementation of numerous player-facing features reaching millions daily players.

Jan. 2019 - Current | Los Angeles, CA

Lead Designer/Developer/Producer LOLCLASS / RUNEFORGE.GG

Primary designer/producer on anything and everything related to the LolClass brand from multiple web applications (runeforge. gg) to educational video production (youtube) and stream marketing material.

Nov. 2014 - Mar. 2018 | Los Angeles, CA

Lead Web Developer

FP HORAK

Met and worked with a host of clients throughout the state to design and develop their digital brand, primarily through development of the their website alongside other digital marketing campaigns. Clients include McLaren Health Care, Magline Inc., Soaring Eagle Casino, Michigan Sugar, and more.

Mar. 2011 - Nov. 2014 | Saginaw, MI

Editorial & Digital Product Designer GREAT LAKES BAY MAGAZINE

Worked with the editorial and photography team to build feature print and digital spreads in monthly regional magazine distributed throughout the state.

Sept. 2011 - Mar. 2013 | Saginaw, MI

EDUCATION

2007 - 2009, University Center MI **DELTA COLLEGE**

2009 - 2012, Saginaw MI

SAGINAW VALLEY STATE UNIVERSITY

BFA in Design with a focus on web and UI design. BA in Philosophy

ACHIEVEMENTS

2018 Riot Games Hackathon Runner-up

Real-time dynamic twitch extention

runeforge.gg

Premier community tool for the 2017 LoL season update

championsqueue.gg

Premier community tool for LoL NA Proplayer tracking

SKILLS

Interaction - User Research • wireframing • feature complete advanced
prototyping with production ready
code • Atomic design

Tools - Entire Adobe Suite (Ps, Ai, XD, AE, etc.) • Figma • Sketch • Origami Studio • Unity • UE

Coding - HTML • CSS • PHP • JS •
React • Svelte • Vue • Astro

johnr.io

989.948.3349

iam.john.riordan@gmail.com