Ryan Hartanto
UI/UX/PRODUCT DESIGNER

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EXPERIENCE

Epic Systems

UX Designer   April 2023 - Present
- Primary UX Designer for Epic's iOS and Android clinician-facing mobile applications.
- Collaborated with product leads, developers, and clinicians to gather feedback and iterate on high fidelity mockups and prototypes.
- Defining mobile design system standards and guidelines in collaboration with developers to promote reusable components and ensure a cohesive user experience.

Amazon

UX Designer   August 2022 - January 2023
UX Design Intern   June 2021 - September 2021
- Designed gesture and voice interactions for Alexa on Echo Buds.
- Leveraged customer research insights to inform design decisions.
- Moderated usability studies of Alexa products to measure customer satisfaction and determine if products were market-ready.
- Prepared qualitative and quantitative research for Qualtrics and UserTesting to identify customer needs.

UCI Student Center and Event Services

UI/UX Designer   February 2021 - June 2022
- Designed high-fidelity web and mobile UI mockups on Figma.
- Led stakeholder meetings to understand user needs and document design requirements.
- Applied style guidelines to maintain visual consistency.

Hack at UCI

Design Lead   February 2021 - February 2022
- Designed graphics and websites to market workshops and events.
- Designed a sponsorship prospectus that earned a $2.25K event sponsorship from Figma.

EDUCATION
University of California, Irvine
Bachelor of Science, B.S. Computer Science, Minor in Informatics

SKILLS
UI Design | UX Design | Graphic Design | Visual Design | Mobile Design | Wireframing | Mockups
Prototyping | UX Research | User Interviews | User Flows | Figma | Adobe XD | Unity | HTML | CSS