Hello! I'm Ryan Nicanor

USER EXPERIENCE DESIGNER | PRODUCT DESIGNER

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I have experience working with cross-functional teams to ideate and sketch out concepts. I can design prototypes at varying fidelities. My approach is best described as Lean UX and human-centric, often planning and facilitating user research to drive my designs.

WORK EXPERIENCE

Oct '18 - Present
XOLV Technology Solutions - UX Designer
Led the design for a consumer-facing app for families affected by Autism Spectrum Disorder. I also designed an electronic medical record system for clinicians. I facilitate group design studios to conceptualize the designs for both mobile and desktop products. I have worked with product managers to define our data pool. My main roles consist of UI design, user research, and product strategy.

Aug '18 - Oct '18
Bluejay Mobile Health - Web UX Intern
Designed all wireframes for a complete redesign of Bluejay's website. Completed a series of guerilla research studies to reveal how business stakeholders were using the app. Heuristic evaluations identified usability issues and user interviews presented unseen use cases for Bluejay's mobile app.

Jan '17 - Jun '17
GoSite - Digital Marketing Intern
Reviewed Wordpress web designs for copywriting errors and color contrast issues. Created vector graphic assets in Adobe Illustrator and Photoshop for client marketing materials.

EDUCATION

Sep '14 - Jun '18
GPA: 3.51
University of California, San Diego
B.S. Cognitive Science (Human-Computer Interaction)
Entered UCSD as a general Cognitive Science major and declared a specialization in Human-Computer Interaction. Became an instructional assistant for a class on Sensation & Perception; lecturing a small discussion section. Designed a ridesharing app concept in Design for America, UCSD.

SKILLS

Software
Sketch, Adobe Photoshop, Adobe Illustrator, Adobe XD, Adobe After Effects, Invision, Zeplin, Figma, AirTable, JIRA, MixPanel

Design
UI Design, Prototyping, Design Strategy, Web Design, User Flows, Information Architecture, Graphic Design, Motion Design, Interaction Design

Research
Usability Testing, User Interviews, Card Sorting, Tree Testing, Reaction Testing, Surveys, Heuristic Evaluation, Ethnography, Focus Groups, Data Analysis

Code
HTML, CSS