





Ryan Cohutt

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 ryan-cohutt
 Connecticut, U.S.
 www.ryancohutt.com

Web, UI/UX, Brand, Graphic

Upcoming BFA graduate in Digital Media & Design from the University of Connecticut, specializing in Web & Interactive Media. Experienced in building responsive, user focused websites and experiences that balance visual design with clean, efficient code. Strong understanding of web standards and UI/UX principles. Motivated to apply both creative and technical experience in a professional web development or UI/UX environment.

Experience



UConn I3
UI/UX Designer

March 2024 - Current

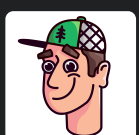
Design and develop interactive web and mobile applications for university and external clients, ensuring responsive, accessible, and user-focused interfaces • Lead client communications, coordinate project meetings, and manage expectations to align deliverables with stakeholder goals • Collaborate with developers and external vendors to integrate design assets, streamline workflows, and ensure high-quality implementation • Balance roles as designer, web developer, and project manager to deliver efficient, polished digital solutions



Thor Specialties
Web Design Intern

May 2022 - Jan 2024

Designed, developed, and launched a custom SharePoint intranet site to centralize company resources and improve accessibility • Coordinated across departments and external vendors to gather requirements, ensuring the platform met business needs • Produced custom graphics and training videos to onboard employees and guide intranet usage effectively • Built process maps to automate onboarding workflows and optimize department operations



Ryan Cohutt
Freelance Designer

Sept 2018 - Current

Create graphics, websites, and other design products for local businesses, tailoring designs to client brand identities and audience needs • Deliver end-to-end design services, from concept ideation to final production, while maintaining clear communication with clients • Develop accessible, unique, and functional website designs and applications, ensuring both secure and user-friendly experiences • Produce versatile assets for both digital and print applications, ensuring consistency across media

Education

University of Connecticut (3.9 GPA)
August 2022 - May 2026

Digital Media & Design - Web & Interactive Media

Applicable Skills

Frontend Development

UI/UX Design

Brand Design

Graphic Design

Motion Design

Backend Development

Mockup Creation

Prototyping

Tools

Figma

Adobe Creative Suite

GitHub

Affinity Suite

Visual Studio Code

Coding Languages

HTML

CSS

JavaScript

Python

C#

Ryan Cohutt

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Professional Summary

Upcoming BFA graduate in Digital Media & Design from the University of Connecticut, specializing in Web & Interactive Media. Experienced in building responsive, user focused websites and experiences that balance visual design with clean, efficient code. Strong understanding of web standards and UI/UX principles. Motivated to apply both creative and technical experience in a professional web development or UI/UX environment.

Education

University of Connecticut, Storrs, CT

Bachelor of Fine Arts, Digital Media and Design
Concentration: Web and Interactive Media

May 2026
3.9 GPA

Experience

i3 Team, Storrs, CT

UI/UX Designer

March 2024 - Present

- Design and develop interactive web and mobile applications for university and external clients, ensuring responsive, accessible, and user-focused interfaces
- Lead client communications, coordinate project meetings, and manage expectations to align deliverables with stakeholder goals
- Collaborate with developers and external vendors to integrate design assets, streamline workflows, and ensure high-quality implementation
- Balance roles as designer, web developer, and project manager to deliver efficient, polished digital solutions

Thor Specialties, Shelton, CT

May 2022 - January 2024

Web Design/Technical Intern

- Designed, developed, and launched a custom SharePoint intranet site to centralize company resources and improve accessibility
- Coordinated across departments and external vendors to gather requirements, ensuring the platform met business needs
- Produced custom graphics and training videos to onboard employees and guide intranet usage effectively
- Built process maps to automate onboarding workflows and optimize department operations

Freelance, Orange, CT

September 2019 - Present

Web/Graphic Designer

- Create graphics, websites, and other design products for local businesses, tailoring designs to client brand identities and audience needs
- Deliver end-to-end design services, from concept ideation to final production, while maintaining clear communication with clients
- Develop accessible, unique, and functional website designs and applications, ensuring both secure and user-friendly experiences
- Produce versatile assets for both digital and print applications, ensuring consistency across media

Skills

Applicable Skills: Frontend and Backend Web Development, UI/UX Design, Brand Design, Graphic Design, Motion Design, Mockup Creation, Prototyping

Tools: Figma, Adobe Suite (Photoshop, Illustrator, After Effects, Premiere Pro, etc.), GitHub, Visual Studio Code

Coding Languages: HTML, CSS, JavaScript, Python, C#