

Ryan J. Murphy

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OBJECTIVE

Manufacturing & Design Engineering student passionate about strategic design seeking a full-time role to apply expertise in user research, rapid prototyping, and end-to-end product development to create impactful user-centered solutions.

EDUCATION

NORTHWESTERN UNIVERSITY | Evanston, IL

Bachelor of Science in Manufacturing & Design Engineering

Expected June 2026

Minors: Computer Science and Art, Theory & Practice

GPA: 3.82/4.00

2022 Hispanic Scholarship Fund Scholar | 2025 Bay Area Immersion Program Fellow

Computer Science Peer Mentor, Intro to Computer Systems (Fall 2025)

Relevant Coursework:

Design Thinking & Communication I-II | Engineering Analysis I-IV | User Experience Design | Manufacturing

Engineering Design | Human-Centered Product Design | Mechanical Engineering | Material Science | Electronics Design

Data Structures & Algorithms | Computer Integrated Manufacturing | Operations Research | Intro to Computer Systems

Human-Computer Interaction | AI/Machine Learning | Paradigms & Strategies of Leadership

SKILLS

Figma | UX Design & Research | Adobe Creative Cloud (Photoshop, Illustrator, Premiere, InDesign) | Coding (C, C++, C#, CSS, Java, Python, HTML, Racket) | CAD (SolidWorks, Siemens NX, Autodesk Inventor) | Data Analysis (MATLAB, Minitab) | Additive Manufacturing (FDM) | Laser Cutting | Microsoft Office (Word, Excel, PowerPoint) | Transferable (Prototyping, Problem Solving, Technical Writing, Oral Presentation, Leadership, Teamwork, Time Management)

PROJECTS

Gutter Defender (Human-Centered Product Design)

April - June 2025

- Performed market research, including in-depth interviews with homeowners and professional gutter cleaners, to identify key safety and accessibility issues in current second-story gutter cleaning solutions
- Devised innovative spring-loaded mesh guard system with ground-level string mechanism to enable safe cleaning of second-story gutters without ladders and reduce annual 50,000+ ladder-related injuries

Amazon Music (Bay Area Immersion Program)

January - March 2025

- Partnered with Amazon Music's product team to develop innovative community-building features for its platform
- Conducted 20+ in-depth interviews, identifying insights about social listening preferences and music sharing behaviors
- Iterated four Figma prototypes showcasing novel music sharing functionality, incorporating user feedback at each stage
- Presented strategic prototypes to Amazon Music executive stakeholders, communicating research insights and user-centered design solutions aligned with platform's mission

Step City (Bay Area Immersion Program)

January - March 2025

- Conducted comprehensive interviews with active young adults aged 18-22, identifying key behavioral patterns and motivational barriers relating to fitness routines
- Ideated innovative fitness app, increasing user engagement through gamification and clear progression milestones
- Presented functional prototype to industry professionals for feedback

ULIMI Tongue of Culture (Design for America)

February - June 2024

- Designed essential marketing assets (color palette, logo, website) for a Chicago-based nonprofit
- Implemented B2C and B2B marketing strategies, including press kit, organic growth initiatives, and SEO optimization to generate more leads and partnerships

Funbrella (Design Thinking & Communication)

March - June 2023

- Prototyped a buffer attachable to any umbrella, consisting of a mesh outer ring, nylon center, and nylon strips down the sides, to strengthen structural integrity and make it less likely to flip at higher wind speed

Retract-A-Wheels (Design Thinking & Communication)

September - December 2022

- Addressed challenge of providing stability to a bicycle for a balance-impaired stroke victim
- Engineered stability wheels for extra support at initial acceleration that are retractable at user's will

EXPERIENCE

LIVE TIME | New York, NY

June - August 2025

Product & UX/UI Design Intern

- Spearheaded complete rebrand of Lynkr to Live Time, crafting a cohesive visual identity (color palette, logo, typography, iconography) to establish a strong, unified brand foundation
- Designed low and high-fidelity wireframes for a full mobile app overhaul in Figma, applying component-based design principles across 150+ screens to streamline layout and ensure visual consistency
- Coordinated closely with product and engineering teams to integrate rebrand into app development cycles, reducing redesign handoff friction and streamlining design-to-development transition

DESIGN FOR AMERICA, NORTHWESTERN CHAPTER

January 2024 - Present

Operations Chair

- Oversee scheduling, communications, and onboarding support for 40+ student designers
- Facilitate Figma workshops focused on enhancing interface design skills and design system fluency

ALLVAN USA, LLC | La Vergne, TN

June - August 2024

Engineering Intern

- Constructed a CAD model for a van body, tailored to specific requirements of a new client
- Performed MIG welding to fabricate van bases, ensuring structural integrity and adherence to project specifications
- Optimized catalog of manufacturing specifications within NetSuite to improve ease of access

WAVELENGTH | Evanston, IL

January 2023 - June 2024

Design Editor

- Collaborated with editors and writers of a music magazine published by Northwestern's student-run radio station to create visually appealing layouts for magazine's content utilizing InDesign and Photoshop

ACTIVITIES

Co-President of The Setup, Northwestern's stand-up comedy club