Ryan Nono
Product Designer

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SUMMARY:

Bilingual (english & french) Product Designer skilled in all facets of the design process. I have experience in SaaS, B2C, native mobile as well as responsive design. I am passionate about always learning more about emerging technologies, design and how to use both in tandem to impact many industries.

EXPERIENCE:

Product Design Intern
Alexander Ajayi

Houston TX (Jan 2021-Present)

- Conducted a heuristics assessment of the Unytag (client) marketing website, made design suggestions and redesigned the website in a way that fixed usability issues and established better brand prescence.

UX/UI Bootcamp Assistant Instructor
University of Toronto

Toronto ON (Feb 2021-June)

- Worked with the instructional staff to teach and facilitate growth of 30+ driven students in the entire design process including: user-centric design, research, design thinking, prototyping, wireframing, interface design, storyboarding, prototyping, HTML5, CSS, interaction design, JavaScript basics etc.

User Experience Designer
Here2Help

Vancouver BC (Dec 2020-June)

- Evaluated community pain points through user research. Analyzed and drew conclusions from said research. With the not-for-profit's team created a native mobile app that solved found paintpoints

User Experience Design Intern
Entice

San francisco CA (Nov 2020-Jan 2021)

- Discovered pain points and proposed solutions to improve user experiences. Designed two new platform features the "Invite System" and the "Custom Entice" both utilising flows that were easily executable by users (in 10 and 20 seconds respectively).

EDUCATION:

B.Sc, General Science Major and Computer Science Minor
University of Windsor (June 2022)

UI/UX Design Specialisation Program
California Institute of the Arts (Nov 2020)

SKILLS:

User research, experience strategy, user centred design, information architecture, wireframing, ui design, user testing, prototyping, responsive web design (rwd), interaction design, html5, css3, javascript, heuristics evaluation, usability testing, competitive analysis, storyboarding.