



EXPERIENCE:

- **Incoming Product Design Intern**
Palantir Technologies
New York, NY (May 2022-Aug 2022)
- **Product Design Intern**
Intuit
Mississauga, ON (Sept 2021-Dec 2021)
 - Helped introduce upsells to the Canadian TurboTax product. This addition was set to increase average revenue per user (ARPU) by 10\$+ for the business.
 - Conducted user tests and prepared UX research reports that impacted in-product and marketing website design decisions.
 - Designed and shipped key pages for TurboTax Canada's 2021 remodel.
 - Built responsive product lineup SKU card and comparison chart components in Figma allowing the XD team to design, mockup, and iterate at 2X the traditional speed.
- **UX/UI Bootcamp Assistant Instructor**
University of Toronto
Toronto, ON (Feb 2021-June 2021)
 - Taught and facilitated growth of 30+ driven students with a 90% diploma obtention rate.
 - Aided students in the comprehension of : 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-May 2021)
 - Designed, iterated, and shipped the Here2Help mobile application's onboarding experience.
- **Product Designer**
Alexander Ajayi
Houston, TX (Jan 2021-Feb 2021)
 - 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 presence.

SUMMARY:

I'm Ryan! I was born in Paris, raised in the Toronto Canada area , and currently studying in Windsor. I am incredibly passionate about systemic thinking within design. I truly believe that when a product is ideated, with really well thought-out, end-to-end interactions patterns, and coupled with delightfully crafted visuals, that's when we have a product that really makes a positive impact on it's users' day to day.

Because of that, I'm curious and passionate about understanding all the factors that were considered during the creation of each system present in a product. This helps me internalize context and understand key solution elements for the particular product. With this approach, I am able to ideate, improvements, additional features, and additional systems/patterns more holistically, leading to more viable products.

EDUCATION:

B.Sc, General Science Major, Computer Science Minor
University of Windsor (2023)

UX/UI Design Course
California Institute of the Arts (2020)

SKILLS & TOOLS:

Skills:

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

Tools:

Figma, Sketch, Adobe Suite, Python, C, Html, Css