

# RYAN MILLER

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LinkedIn: [Ryan M Miller](#) | Portfolio: [UX/UI](#) / [Industrial Design](#)

Design professional with over 7 years of experience in industrial design and 2 years of focused experience in UX design, I bring a unique blend of creativity and technical proficiency to every project. My ability to communicate and visualize complex ideas and concepts to stakeholders has allowed me to successfully advocate for the user and ensure that their needs are at the forefront of every decision. Strengths in problem-solving and creativity coupled with a strong work ethic and a team player makes me a good fit on any team. I want to design software people enjoy using.

## TECHNICAL SKILLS

Design Thinking Process, Interviews, Personas, Journey Mapping, Story Mapping, Storyboarding, Information Architecture, Task Flows, Sketching, Wireframes, Atomic Design, Hi-Fi Comps, Rapid Prototyping, Usability Testing, Presenting and Storytelling, HTML, CSS

## TOOLS

Figma, Adobe (XD, Illustrator, Photoshop), Mural, InVision, GitHub, Microsoft (Outlook, Teams, Office)

## WORK EXPERIENCE

### **CNH Industrial** | Remote **UX/UI Designer**

December 2022 - Present

CNH makes world-class equipment and technology for agriculture and construction. I work on connected platforms for precision agriculture efforts within the Precision Technology Group.

- Designed key features for a new mobile farm app part of the Mobile First company initiative
- Create and maintain internal design processes, resources, and libraries for increased team productivity and overall design quality

### **In-Situ Environmental** | Fort Collins, CO **User Experience Designer**

February 2022 - December 2022

In-Situ develops instrumentation and software designed to simplify and improve water monitoring.

- Successfully completed multiple design projects to improve the user experience for the mobile and web apps
- Exemplified leadership skills in user story mapping to improve the development process
- Implemented a UI style guide for software engineers to improve overall product quality

- Created and distributed user personas for engineering and product teams in order to share knowledge and build empathy

**CGI | Remote**

June 2021 - February 2022

**Digital Product Designer** (Full Time)

Consultant for AT&T through CGI

- Designed key features for a new mobile app used by First responders
- Presented design vision and recommendations to stakeholders at various leadership levels

**Angel Armor | Fort Collins, CO**

March 2017 - June 2021

**Industrial Designer**

Angel Armor designs and manufactures body and vehicle armor for First Responders.

- Developed a suite of body armor carriers and accessories which resulted in increased sales and brand loyalty

**Taphandles | Seattle, WA**

February 2015 - March 2017

**Designer**

Taphandles designs and manufactures point-of-purchase product solutions for brewing companies worldwide.

**Medtronic | Boulder, CO**

May 2014 - February 2015

**Industrial Designer** (Contract)

Worked with the Human Factors team in the R&D department of Patient Monitoring and Respiratory Solutions.

## EDUCATION

**Certificate, UX/UI**

September 2021

University of Denver, Colorado

**Bachelor of Science, Industrial and Product Design**

May 2014

Metropolitan State University of Denver, Colorado

## ACHIEVEMENTS

Design Patents Pending Angel Armor, 2019 & 2021 | Employee of the Year Angel Armor, Dec 2018 | GDUSA Package Design Awards Taphandles, Dec 2016 | Design Patent US D756,817 Medtronic, May 2016