

# Ryan M Miller

## Experience Designer

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Focused on building intuitive and quality products that provide a simple and elegant experience crafted around user needs that are built on a foundation of research, usability, and accessibility. My ultimate goal, help create products people enjoy using while being feasible to build and valuable to the business.

### EXPERIENCE

#### UX/UI Designer

**CNH Industrial, Remote | Dec. 2022 - Present**

- Cloud applications for precision agriculture technologies

#### UX/UI Designer

**In-Situ Environmental, Fort Collins | Feb. 2022 - Dec. 2022**

- Created user personas for the R&D Department to reference
- Built an interactive UI style guide for Engineers to utilize during development for design consistency and UI quality
- Lead functional and visual design efforts on multiple features and enhancements for mobile and web apps

#### UX/UI Designer

**CGI, Denver (Hybrid) | Jun. 2021 - Feb. 2022**

- Assisted in design and research efforts for an innovative browser application designed specifically for First responders provided by a prominent telecommunications company.

#### Industrial Designer

**Angel Armor, Fort Collins | Mar. 2017 - Jun. 2021**

- Designed a suite of body armor carriers and accessories from the ground up creating a product ecosystem for the on-body armor line directly contributing to increased sales and brand recognition.
- Awarded multiple design patents giving the company a competitive edge.

#### Designer

**Taphandles, Seattle | Feb. 2015 - Mar. 2017**

#### Industrial Design Consultant

**Medtronic, Boulder | May. 2014 - Feb. 2015**

### EDUCATION

#### Certificate, UX/UI Design Bootcamp

University of Denver

Mar. 2021 - Sep. 2021

#### B.S. Industrial & Product Design

Metropolitan State University of Denver

May 2014

### Projects

[ryanmillerux.com](http://ryanmillerux.com) (Student Project)

[behance.net/ryanmillerdesign](http://behance.net/ryanmillerdesign) (ID)

### Social

[linkedin.com/in/ryanmatthewmiller](http://linkedin.com/in/ryanmatthewmiller)

### Industry Knowledge

UX/UI Design

Agile Software Development

Front-End Development

Industrial Design

### Skills

Planning and Discovery

Research

Interaction Design

Visual Design

Testing and Validation

Web Prototyping

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Collaborative

Dependable

Empathetic

Adaptive

### Tools

Figma, Adobe (XD, Illustrator, Photoshop), InVision, Mural, VS Code, Zoom, Microsoft Office, SolidWorks, Rhino

### Achievements

Design Patents Pending

Angel Armor, 2019 & 2021

Employee of the Year

Angel Armor, December 2018

GDUSA Package Design Awards

Taphandles, December 2016

Design Patent US D756,817

Medtronic, May 2016