

# Ryan M Miller

## Product Designer

### EXPERIENCE

#### Product Designer

CGI Jun 2021 - Present, Denver

Part of the Human-Centered Design Practice within CGI helping to create engaging and effortless digital experiences for our clients and their customers.

#### Industrial Designer

Angel Armor Mar 2017 - June 2021 - 4+ years, Fort Collins

Designed production-ready nylon soft goods and ballistic armor products for national law enforcement agencies using an iterative process of research, prototyping, and usability testing. In addition, I designed assets for Sales and Marketing departments for print, website, and social platforms.

#### Designer

Taphandles Feb 2015 - Mar 2017 - 2+ years, Seattle

Designed production-ready tap handles, lighted signage, and other promotional products for brewing companies worldwide. Fast-paced design process with a formalistic approach achieved through brand research, vector artwork manipulation, rapid sketch concept ideation, detailed digital hand rendering, and 3D CAD modeling.

#### Industrial Design Consultant

Medtronic May 2014 - Feb 2015 - 10 months, Boulder

Assisted the Human Factors department with existing and new product development through research, storyboards, extensive product sketching, photorealistic CAD rendering, rapid 3D prototyping, user interface assistance, and usability testing.

### EDUCATION

#### Certificate, UX/UI Design

University of Denver

Mar 2021 - Sep 2021, Denver (Anticipate)

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

Metropolitan State University of Denver

May 2014, Denver

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

[ryn.m.mllr@gmail.com](mailto:ryn.m.mllr@gmail.com)

303-501-7861

Fort Collins, CO

#### Projects

[uxfol.io/ryn.m.mllr](http://uxfol.io/ryn.m.mllr) (UX/UI)

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

#### Social

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

#### Industry Knowledge

User Experience Design

User Interface Design

Front-End Development

Industrial Design

Agile Development

#### Skills

Design Thinking Process

User Personas

Interviewing / Testing

User Journey Mapping

User Flows

Sketching / Wireframing

Information Architecture

UI Prototyping

Front End Prototyping

#### Tools

XD, Photoshop, Illustrator,

Figma, Invision, Mural, VS Code,

GitHub

#### Achievements

Design Patent US 15/451,225

Angel Armor, May 2019

Employee of the Year

Angel Armor, December 2018

GDUSA Package Design Awards

Taphandles, December 2016

Design Patent US D756,817

Medtronic, May 2016