

Ryan M Miller

Designer

EXPERIENCE

Product Designer/Consultant

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. Lead production of all deliverables and design artifacts, including workshop recaps, journey maps, mental models, wireframes, high fidelity designs and other UI styling. Other responsibilities include assisting with user research studies and regular participation in peer reviews to give and solicit feedback within the UX team to continually raise our bar for quality.

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.

Industrial Design Consultant

Medtronic May 2014 - Feb 2015 - 10 months, Boulder

Assisted the Human Factors department with existing and new product development.

EDUCATION

Certificate, UX/UI Design Bootcamp

University of Denver

Mar 2021 - Sep 2021, Denver

B.S. Industrial & Product Design

Metropolitan State University of Denver

May 2014, Denver

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303-501-7861

Loveland, CO

Projects

uxfol.io/ryn.m.mllr (UX/UI)

behance.net/ryanmillerdesign (ID)

Social

linkedin.com/in/ryanmatthewmiller

Industry Knowledge

User Experience Design

User Interface Design

Front-End Development

Industrial Design

Agile Methodology

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,

Bootstrap 4

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