

# Ryan Untalan

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## Experience

### UX/UI Designer - Project Jupyter

Apr 2020 - Dec 2020

Designed the JupyterLab data editor extension (8000+ downloads).  
Prototyped and shipped 14 data editing features.  
Conducted heuristic evaluations, interviews, journey mapping, and usability tests.  
Communicated design specifications to developers through GitHub.

### Web Designer & Researcher - IDEAL Lab

Sep 2019 - Sep 2020

Designed and built the IDEAL lab website using HTML, CSS, and JavaScript.  
Conducted a 40-page literature review on optimizing the product development process.  
Refined and improved leadership study survey flow.

### UX Researcher - Everything Food

Mar 2020 - Jun 2020

Pioneered the research for the Buy EF Direct feature.  
Formulated and executed 50 usability tests through the UserTesting platform.  
Documented and presented actionable product research findings to stakeholders.  
Engaged in agile development and used Jira for managing workflows.

### Experience Designer - Camp PolyHacks

Apr 2019 - Mar 2020

Designed a detailed 32-hour timeline of the entire hackathon experience.  
Collaborated cross-functionally on coordinating a hackathon with 200+ participants.  
Organized workshops, promotional events, catering logistics, and feedback surveys.

## Projects

### UX/UI Designer - Flora

Jan 2021 - Mar 2021

Created an interactive cube that brings parents and children together for bedtime reflection.  
Led the interaction design and prototyping for both the cube and companion mobile app.  
Facilitated remote participatory design sessions and usability tests with children and parents.

### UX/UI Designer - Lumina

Sep 2020 - Dec 2020

Designed a flexible digital space divider that creates a personal work environment.  
Prototyped the physical Lumina interface and the companion mobile app experience.  
Established the design system for the mobile interface.

## Education

### Masters in Human-Computer Interaction + Design

Class of 2021

University of Washington

### Bachelors in Psychology

Class of 2020

California Polytechnic State University,  
San Luis Obispo  
GPA 3.96

## Skills

### Design

Figma  
Principle  
Spline  
DaVinci Resolve  
Photoshop  
Illustrator  
InVision

### Research

Usability Testing  
User Interviews  
Literature Reviews  
Heuristic Evaluations  
Survey Monkey  
Qualtrics  
Miro

### Development

HTML/ CSS/ Sass  
Bootstrap  
JavaScript  
React  
Python  
Git  
GitHub