Ryan Untalan

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Experience

UX/UI Designer - Project Jupyter

Apr 2020 - Dec 2020

Designed and shipped the tabular data editor extension (6000+ downloads).

Conducted heuristic evaluations, interviews, journey mapping, and usability tests.

Prototyped product features and microinteractions.

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 the survey flow for Dr. Bencharit's leadership study.

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.

Events and Experience Organizer - 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

Product 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. Co-facilitated remote participatory design sessions and usability tests.

Product 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

Adobe XD

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