

## Product Designer Service / UX / Game

Learn about my process and see my works on my website  
[ryanwhitmore.net](http://ryanwhitmore.net)

### PROFESSIONAL EXPERIENCE

2020+ [PwC](#), Product Designer. I facilitate the users and clients vision by discovering, designing, prototyping, testing, and building the experience.

I bring a **unique flavour** and twist to the concepts, always striving to add a **dash of fun** to my designs.

#### My main achievements:

- **Untangling** the internal **operations** of an organisation, by leveraging discovery findings to **define the problem, designing and facilitating ideation to explore solutions, and prototyping, testing, and supporting the execution of my designs.**
- Working in a **multi-disciplinary team** to **build a new product.** Define MVP, discover user needs, (in)validate assumptions, design and execute enjoyable experiences.
- Designing and building a **gamified augmented reality** application in 8 weeks.
- Winning **second place** in **NASA Space Apps 2017.**
- Facilitated workshops and trainings on design thinking.

**3-4 years of experience in Product / UX Design** projects across mobile, web, desktop, and physical experiences.

I designed on:

- **Air Force app**, built for Android and iOS to augment and engage people at the 2019 Australian International Air show.
- **Lost in Paradise escape room**, a unique physical experience designed to entertain and challenge peoples problem solving abilities.
- **-KEN- data visualisation program**, made in 48 hours at NASAs Space Apps hack-athon. A unique solution to experiencing NASA earth science data, unlocking unlimited applications.
- **Service design work for government departments**, conducting user research to understand the users, their needs, and their journey to wireframe, design and develop a bespoke solution for their services.

#### In all mentioned projects:

- Led the Discovery phase, conducting user research and service design. Responsible for synthesising findings and turning it into valuable and actionable insights
- Took lead on the Product and Interaction design, being responsible for experience decisions, whilst supporting other team members to build their proficiency with design thinking.
- Rapidly prototyped concepts to test ideas
- Prepared and maintained design documentation, design systems, component libraries, style guides, wireframes, and prototypes.
- Frequently presented to the client and stakeholders, being the main point of contact.
- Championed the design thinking process.
- Design via multiple mediums.
- Worked closely with other designers, devs, and product managers.

**10 years of dance teaching** at my own dance company, Canberra companies, and a local high school. In my time there I built a brand new curriculum, pushed the performing arts of the school to expand to a rock band class and a circus class, becoming the Artistic Director for our performances and productions.

### EDUCATION

- **Advanced Diploma in Games Design and Production** at the Academy of Interactive Entertainment.
- Certified **Human Centred Service Designer** from IDEO-U.

### SKILLS SUMMARY

- Software: Sketch, Adobe suite (*XD, Illustrator, InDesign, Photoshop, Premier, Audition, After Effects, Animate*), Jira, Trello, Unity, Unreal Engine, Maya, Invision Studio, Figma, Balsamiq, Miro board
- Sketching and wireframing
- Agile methodologies and Scrum framework
- Design Thinking and Human centred design
- Soft skills
- Empathetic (human, business, tech)
- Creativity and conceptual thinking
- Reliable and hard working