RYAN WHITMORE
Product Designer
UI / UX / Service / Game

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LinkedIn

Learn about my process and see my works on my website
ryanwhitmore.net

PROFESSIONAL EXPERIENCE

2020+ PwC, Product Designer. I facilitate the users needs and business 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:

- Presenter at the LAST (Lean Agile Systems Thinker) Conference Canberra 2019 on Service Design + Gamification.

- 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.

- Designing and building a gamified augmented reality application in 8 weeks.

- Designed and built an escape room experience.

- Place second in NASA Sydney Space apps hackathon.

3-4 years of experience in design

projects across mobile, web, desktop, and physical experiences.

I designed on:

- **Telstra**, built an internal website and webapp to support staff in applying a new design tool and system.

- **Services Australia**, understand the complexity of an existing service, reimagine it through rapid ideation workshops, and present it in high quality experience maps.

- **Air Force app**, built for Android and iOS to augment and engage people at the 2019 Australian International Air show.

- **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 relevant mentioned projects:

- Outputed high fidelity design artefacts.

- Adhered to WCAG AAA standards.

- Sketched, wireframed, prototyped, and built developer ready prototypes.

- Led the Discovery phase, conducting user research and service design. Responsible for synthesising findings and turning it into valuable and acitonable insights

- Took lead on the Product and Interaction design.

- Rapidly prototyped concepts to test ideas

- Prepared and maintained design documentation, design systems, component libraries, style guides, wireframes, and prototypes.

- Championed the design thinking process.

- 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: Figma, Sketch, Adobe suite (XD, Illustrator, InDesign, Photoshop, Premier, Audition, After Effects, Animate), Jira, Trello, Unity, Unreal Engine, Maya, Invision Studio, 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