John Ryan

An award-winning interaction design lead, with a passion for emerging technology and innovative contexts. My hybrid skills bridge the gap between user experience design, technical knowledge, and prototyping.

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Experience

Director of Interaction Design & Creative Director at Local Projects, 2015–Present
Senior Interaction Designer/Technologist, 2014–2015
Interaction Designer, 2013–2014

I lead cross-disciplinary teams on large-budget interactive technology projects, working with clients ranging from world-renowned museums to corporate clients such as Target and Bloomberg. I also recruit and mentor interaction designers, and shape studio culture as a member of the senior leadership team. Key projects include:

— *American Museum of Natural History's Explorer App* (iOS/Android): As Creative Director, I led the 2.0 redesign from strategy through to final release. App usage increased to 10% of the 5 million annual visitors in one of the world's most visited museums.

— *Target 'Open House'*: I led interaction design (in concept phase) for this award-winning immersive retail experience about Smart Home products. I developed user flows, storyboards, and interactive concepts for hybrid physical-digital storytelling.

— *Body Metrics, Tech Museum of Innovation*: As interaction designer for this award-winning interactive exhibit (featuring custom iOS app, wearable sensors and interactive table), I led system design, UX, interface wireframing, and prototyping.

Design Fellow at UNICEF Innovation, 2012
Mapping key user journeys, I created a framework for UNICEF's global Mobile Health strategy. It evolved into a workshop with Frog Design at the 2012 Global AIDS Summit.

Product Designer, Founder at Independent Software Partnership, 2009—2013
I co-created several successful Mac apps, including Mountee, a popular web dev tool used by leading web agencies, and Picturescue, a photo-recovery app for iOS devices. I led all product design, including concept, UX/UI, brand, and web design/development.

Digital Designer, Owner at Life Forms Design, 2006–2011
Founded as a one-man studio, I later led freelance teams, providing creative direction, user-experience strategy, and implementing digital design solutions for over 100 clients globally. I managed all client-relations, design, and front-end development.

Digital Designer at 3Rock Youth, 2003–2005
I designed a new brand for the organization, and provided ongoing art-direction, design, and development for all digital properties and live-events.

Web Designer at Exodus Software, 2003–2005
I contributed to range of health industry web-apps as designer and front-end dev.

Expertise

Interaction Design: 10 years of collaborating on interface and user experience design projects for web, mobile, and emerging technologies.

Prototyping & Front-end: 10 yrs of web development, 4 yrs of research-led prototyping: (web, iOS/Swift, C++, Processing/Java, & physical computing)

Team Leadership: 3 years of recruiting, mentoring, and managing design teams. Adept at collaborating with multiple stakeholders. Seasoned public-speaker.

Product/Project Leadership: 5 years of defining and communicating vision, roadmap, and features for a diverse range of products and digital projects.

Education

Media Design MFA, 2011–2013.
3.978 GPA. Art Center College of Design.

B.Sc. Multimedia, 2001–2005
1st Class Hons. Dublin City University, Ireland.

Achievements

Awards (Personal): Core 77 Runner Up, Output Award Selection

Awards (Team): Core 77, SEGD, One Club, MUSE, Global Irish Design

Speaking: IxDA 2017, Museums & Galleries Australia 2017, Chaos at the Museum Argentina 2016, Designing Alternative Futures at NY Media Ctr 2016