

Ryan Smith

Product Designer

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EXPERIENCE

Disney Parks & Resorts // October 2018 – April 2019

Product Designer // Designer on a large technology team creating web and native mobile experiences for Disney Parks.

- Concepted and iterated on improvements for ShopDisney.com.
- Audited design elements and created UI kits and pattern libraries to improve velocity for designers and consistency across products.

Providence St. Joseph Health // May 2017 – September 2018

UX Designer // Designer for an iOS and Android app aimed at helping moms and moms-to-be stay healthy and know what's normal. Circle was acquired by San Francisco startup Wildflower health in mid-2018.

- Design team of one working from a high-level user experience perspective while also executing at a detail-level across interaction, interface, and visual design.
- Launched over 24 enhancements and new features to the App Store and Play Store by working collaboratively with product and a six-person development team.
- Performed usability studies to identify areas for product improvement.

Freelance Designer // July 2016 – May 2017

UX Designer // Primarily working through Gigster, a platform connecting startups with designers and developers to build mobile and web apps.

- Collaborated with entrepreneurs to define the vision for their products, simplify ideas to an MVP, and design compelling user interfaces for mobile and web.
- Led design from start-to-finish producing a variety of artifacts to explore and refine ideas – from rough sketches, to wireframes, user flows, prototypes, visual designs, and spec documentation.

Disney Parks & Resorts // January 2015 – June 2016

Interaction Designer // Designer on a large technology team creating web and native mobile experiences for Disney Parks.

- Together with two other designers, product, and engineering teams we created and implemented Disney's first turn-by-turn navigation experience, launched in July 2016 on the Disney World mobile app.
- Created detailed presentations to communicate strategy, rationale, and design solutions to SVPs, VPs, Directors, and cross-functional teams.

Black Pixel // March 2011 – January 2015

Production Designer (2 years) → **UX Designer** (2 years) // Digital agency building products for iOS and Android, and the web. Clients include Starbucks, ESPN, Barnes & Noble, Twitter, and Apple.

- Led production design efforts and collaborated with engineers to implement designs, update assets in Git, and used Xcode and Android Studio to tweak layouts and type.
- Areas of work included wireframes, visual designs, prototypes, product briefs, user flows, and documentation in the design of iOS and Android apps.

EDUCATION

School of Visual Concepts

2013 + 2018

Intro to UX Design 1 + 2, Project Management for Design, Branding

University of Washington

2002-2004

Bachelor of Arts in English

SKILLS

Software: Sketch, Figma, Framer, InVision, Flinto, Photoshop, Illustrator, InDesign, Abstract

Development Skills: Xcode, Android Studio, Git, Framer & CoffeeScript, HTML, CSS