# Ryan Colgin

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## Bachelor of Fine Arts Graphic Design

Louisiana Tech University
// May 2005



#### **Software + Tools**

- » Sketch & Figma
- » Adobe Photoshop, Illustrator, & InDesign
- » Balsamiq (wireframing)
- » InVision (prototyping)
- » Design System Manager
- » Zeplin (handoff tool)
- » Abstract (version control)
- » Jira, Confluence, Trello
- » Sublime Text & Atom
- » (Some) Unity, Fusion360, Xcode

## Markup + Semantics

- » HTML & CSS
- » (Some) Javascript
- » Bubble.io (visual programming)

## Supplementary Knowledge

- » Wireframing
- » Prototyping
- » Information Architecture
- » Usability Testing
- » Design System Lead
- » Styleguide Creation
- » Accessibility
- » WordPress CMS

# **☐** Features / Awards

### Gold Addy Award (Nashville)

» Website Redesign : Fireball Whisky, Sazerac Company

### Gold Addy Award (New Orleans)

» Mobile App : Fireball Whisky—Dragons, Dice, & Dares game

#### Silver Addy Award (New Orleans)

» Visit South Walton App Layar (AR) Coasters

# Professional Experience

#### **Product Designer**

Self-Employed + Contract : empowering software companies, startups, & agencies with experienced product design services.

// September 2020 - Present

- » design and visual programming for travel startup web app
- » created UI components system for FinTech mobile app

#### **UIX** Designer

iSeatz : loyalty tech & travel software
// April 2019 - March 2020 (1 year)

Partners: Visa, Bank of America, IHG, Wyndham Hotels

- » designed travel interfaces for Fortune 200 companies
- » interfaced with stakeholders to prioritize feature sets
- » created components for in-house travel design system
- » worked with dev team to build design system framework

#### **UI/UX** Designer

CivicSource : property auction software suite

// March 2018 - March 2019 (1 year)

- » worked with team of 10 developers by directing and implementing Google Material Design UI
- » designed interfaces for internal and external users
- » created and maintained brand and interface styles

#### Creative Director + UI/UX Designer

LookFar: software development studio with focus on startups // May 2015 - March 2018 (3 years)

- » lead discovery sessions for business owners
- » website and mobile app design (iPhone & Android)
- » contribute to marketing and sales efforts for partners
- » logo design, branding, and icon design

#### **Art Director + Brand Manager**

Deep Fried Advertising: creative and interactive agency

// September 2014 - April 2015 (8 months)

- » web and interface design
- » mobile app design
- » print and logo design

#### **Interactive Designer**

Zehnder Communications : full-service, multi-disciplinary interactive and marketing agency

// January 2013 - June 2014 (1.5 years)

- » website and interface design
- » mobile app design
- » wireframing and prototyping

#### Senior Graphic + Web Designer

Design the Planet: brand marketing and graphic design firm // July 2005 - November 2012 (7.5 years)

- » creative direction
- » identity development and print design
- » web design and development