

Ryan Stephen

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(971) 371-8458

Interaction Designer

Education **University of Washington Class of 2022**

Interaction Design Major, Entrepreneurship Minor
Dean's List | GPA: 3.73

Experience **Microsoft UX Design Intern**

Developed new getting started experiences for Azure Synapse Analytics. Responsible for conducting a customer research study, low fidelity iteration, and high fidelity deliverables.

Summer 2021

Forsight UX Designer

Created foundational brand, website, and user experiences for Forsight, the AI camera system that enables more productive and secure construction sites.

2020-Present

Taplocity Studios Co-founder, Designer

Drove design and research initiatives for numerous mobile game prototypes in partnership with VOODOO Games, a leading publisher for iOS and Android platforms.

2017-2019

Freelance Designer, iOS Developer

Worked with clients to execute interface design, development, and visual identities for mobile app experiences.

2016-2019

Awards **Apple WWDC Student Scholarship Winner**

Awarded three years in a row for innovative app design and user experience prototyping. Collaborative efforts incorporated additional researcher, developer, and client stakeholder perspectives.

2015-2017

K12 App Contest National Winner

Awarded for engaging game design and engineering in the space and solar system category for education.

2013

Skills

UX Prototyping, User Research, Systems Thinking, Adobe CC, Figma, CSS, Javascript, Swift, Arduino, and Cinema4D.