Ryan Shih
Product Designer

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Experience

Blockfi
UX Product Designer
May 2022 - Present
New York, NY

Designing and building cryptocurrency products and systems at multiple scales.

Corning Incorporated
Product Design Intern
May 2021 - Aug 2021
Corning, NY

Spearheaded the establishment of internal Figma UI design systems for small (>10) teams. Redesigned and prototyped website ESG and corporate information architecture for improved brand recognition.

Quinn Evans
Architectural Design Intern
May 2019 - Jul 2019
Richmond, VA

Created building information models (BIM) and 3D renderings for improved educational environments such as VCU STEM center and All Saints Elementary School.

Brightspot Strategy
User Researcher (Freelance)
Dec 2018 - Mar 2019
New York, NY

Performed live A/B testing and 15+ interviews for university library space programming. Implemented new Airtable management systems for project tracking.

Education

VCU Brandcenter
2020 - 2022

M.S. Business: Experience Design

University of Virginia
2016 - 2020

B.S. Architecture: Design Strategy
Minors: Global Sustainability + Architectural History

Skills + Toolkit

User Research	Figma	English (Native)
Product Strategy	Adobe Creative Suite	Mandarin (Proficient)
Design Systems	HTML/CSS	German (Proficient)
Journey Mapping	Webflow (No-Code)	
Visual Design	Processing (P5.js)	
Wireframing	Cinema 4D, Blender	
Rapid Prototyping	SketchUp, Rhino 3D	
Project Management	Muji 0.38 Pen	

Recognitions

Published author on UX Collective
Featured portfolio on Bestfolios.com
Universal McCann (UM) 2020 Virtual Intern
VCU Brandcenter: Torchia Scholarship

Let's Talk

Building a Pomodoro study timer that integrates Spotify
Selling generative art NFTs made using P5.js
3D printing with wood filament