

RYAN VARICK

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OVERVIEW

Ryan is a user experience professional in the San Francisco Bay Area. He specializes in interaction design for mobile devices, mobile fleet management, and enterprise collaboration.

EXPERIENCE

SR. INTERACTION DESIGNER – Good Technology (formerly Motorola) – Redwood Shores, CA 02/2009 – present

- Lead designer for enterprise and government products.
- Lead designer for Good Mobile Messaging, a cross-platform enterprise mobility suite, on iPhone and webOS.
- Lead designer for Good Mobile Control, a web-based device management and security platform.

USER EXPERIENCE DESIGNER – Motorola – Santa Clara, CA 01/2008 – 02/2009

- Lead designer for a product to manage and deploy Good Mobile Messaging on IT-approved mobile devices.
- Lead designer for a product that enables IT departments to securely deploy ActiveSync to corporate iPhone users.
- Produced and maintained comprehensive user interface specifications and design guidelines.
- Conducted on- and off-site usability evaluations, informal pilot studies, and tests of low-fidelity paper prototypes.

INTERACTION DESIGNER – TGF1 – Indianapolis, IN 05/2007 – 12/2007

- Designed and implemented an inventory tracking system for a consumer goods company.
- Prototyped product catalog layouts for a scientific equipment manufacturer.
- Developed interface flows for a sports compliance website.
- Conducted ad-hoc usability assessments of new and existing systems.

CONTRACTOR – EDO Corporation – Charleston, SC 11/2006 – 04/2007

- Designed and prototyped cross-functional intranet portal for a newly created, 150+ employee business unit.
- Designed and implemented an automated open enrollment reporting system.
- Developed user interface specifications and document templates from existing corporate identity guidelines.

GRADUATE ASSISTANT – Indiana University – Bloomington, IN 09/2004 – 05/2006

- Led lab sections for 100+ senior-level Informatics students enrolled in *I450/I450 Designing an Information System*.
- Taught introductory computer concepts to freshmen students enrolled in *A10 Introduction to Computing*.
- Designed interactive, Flash-based tutorials for the Informatics Outreach summer program.
- Led lab sections for 30+ junior-level computer science students enrolled in *C343 Data Structures & Their Algorithms*.

EDUCATION

M.S., HUMAN-COMPUTER INTERACTION DESIGN – Indiana University – Bloomington, IN 06/2007

Courses include: Interaction Design I & II, Prototyping, Usability Methods, Interface Design, Instructional Graphic Design, User-Centered Database Design, Pervasive Computing, and Artificial Life

B.S., COMPUTER SCIENCE – Indiana University – Bloomington, IN 12/2004

Courses include: Software Engineering, Data Structures, Theory of Computing, Programming Languages, Interactive Graphics, Network Security, Algorithm Design & Analysis, Analog Computing

SKILLS & PROFICIENCIES

DESIGN – User Interface Design, Information Architecture, Flow Diagramming, High/Low-Fidelity (Paper) Prototyping

USABILITY – Contextual Inquiry, Ethnographic Observation, Task Analysis, Usability Testing, Heuristic Analysis

WEB DEVELOPMENT – XHTML+CSS, Javascript, AJAX, Perl, Actionscript

APPLICATIONS – Photoshop, Dreamweaver, Visio, Flash

PROFESSIONAL AFFILIATIONS

MEMBER – Interaction Design Association (IXDA) 2007 – present

MEMBER – BayCHI (San Francisco Bay Area Chapter of SIGCHI) 2007 – present

MEMBER – ACM SIGCHI (ACM Special Interest Group for Computer-Human Interaction) 2004 – present

REFERENCES

Available on request.