

## I am a product designer in San Francisco.

### Experience

#### Bleacher Report

INTERACTION DESIGNER • JULY 2013 – FEBRUARY 2015

I redesigned the writing and publishing tools used by the world's second largest sports website. I also designed Bleacher Report's app for Xbox One and created a style guide for designers across the company.

#### Wells Fargo

INTERACTION DESIGNER • FEBRUARY 2011 – DECEMBER 2012

I designed mobile banking products for the web, iOS, Android, BlackBerry, and text messaging. While I was there, mobile rose from obscurity to overtake desktop as the majority of daily sessions.

#### Nokia

INTERFACE DESIGNER • APRIL 2010 – JANUARY 2011

I worked on messaging software for Symbian smartphones, coordinating contributions from visual designers, prototype developers, localization experts, and technical writers.

#### Good Technology (formerly Motorola)

INTERACTION DESIGNER • FEBRUARY 2009 – MARCH 2010

I ported a mobile collaboration suite from Windows Mobile to iPhone and webOS, creating lightweight design documentation for the sprint team. I was the design lead for six major releases to the App Store.

#### Motorola (Good Technology Group)

EXPERIENCE DESIGNER • JANUARY 2008 – FEBRUARY 2009

I designed one of the first mobile device management tools for corporate IT departments. I produced wireframes, flow diagrams, comps, and HTML-based interface specifications over the course of three releases.

### Portfolio

Available online at <https://www.ryanvarick.com/>.

### Education

#### M.S., Human-Computer Interaction Design

INDIANA UNIVERSITY – SCHOOL OF INFORMATICS

#### B.S., Computer Science

INDIANA UNIVERSITY – COLLEGE OF ARTS & SCIENCES

### Skills & Proficiencies

#### Methods

Contextual Inquiry  
Requirements Analysis  
Scenario & Use Case Generation  
Whiteboard & Sticky Note Abuse  
Paper & HTML Prototyping  
Flow Diagramming  
Information Architecture  
Wireframing & Storyboarding  
Interface Design  
Qualitative Usability Testing  
Cross-Channel/Service Design

#### Tools

**Wireframes** – Axure, Omnigraffle, Visio  
**Prototypes** – HTML/CSS/Javascript, Framer, Node  
**Assets** – Photoshop, Pixelmator, Sketch

### Professional Affiliations

ACM, SIGCHI, BayCHI  
Interaction Design Association  
UX Book Club San Francisco