Ryan Turner

UI/UX Designer & Developer

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EXPERIENCE

Creative Studio, Remote — *UI/UX Designer*

JANUARY 2024 - PRESENT

● Designing user-centered interfaces and creating high-fidelity wireframes and prototypes.

● Collaborating closely with engineering teams to ensure design feasibility and pixel-perfect implementation.

● Focusing on crafting high-end digital products with intentional interaction design.

Startup Agency, Remote— *UI Designer*

JANUARY 2021 - DECEMBER 2023

● Designed complex dashboards and contributed to the development of scalable design systems.

● Conducted usability testing to iterate on product features based on real user feedback.

● Streamlined brand identities for diverse digital products.

EDUCATION

XYZ University — *Master of Business Administration (MBA)*

2024 - 2026

XYZ University — *M.Tech in Computer Science*

2022 - 2024

XYZ University — *B.Tech in Computer Science*

2018 - 2022

SKILLS

● **Design**: UI/UX Design, Design Systems, Wireframing, Prototyping, Interaction Design.
● **Research**: User Research, Usability Testing, User Psychology, Accessibility.
● **Technical**: React/Next.js, TypeScript, Node.js, GSAP, Tailwind CSS, Figma.

TECHNICAL SKILLS & TOOLS

● Design Tools: Figma, PenTool, LayoutGrid.

● Methodologies: User Research, Interaction Design, Brand Strategy, SEO.

● Soft Skills: Team Collaboration, Creative Problem Solving, Product Growth Strategy.

Modern E-commerce — *A high-performance storefront built with [Next.js](#) and Tailwind.*

Fitness Tracker — *A mobile application developed using React Native and Firebase.*

Zenith Meditation App — *A UI/UX focused mobile project built with Swift.*

Agency Portfolio — *An interactive web experience utilizing GSAP for advanced animations.*