

Ryan Bales

[Portfolio](#) • [Dribbble](#) • [Medium](#) • Steamboat Springs, CO • (303) 513-2832 • ultravi01@gmail.com

SKILLS

Applications: Figma, Sketch, Photoshop, Illustrator, After Effects, InVision

Technologies: HTML, CSS, SASS, Bootstrap, Javascript, AngularJS, Agile/Scrum methodology, GIT, Data Visualization

EXPERIENCE

Lead Product Designer • January 2018 – June 2022

Afflytics • Steamboat Springs, CO • 80487

- Led a small design team in developing and implementing Afflytics customer-facing user interface. This included using my extensive design and technical background to mentor junior designers and serve as a point of contact between design and engineering.
- Solved the difficult challenge of presenting data aggregated from a variety of data sources and APIs. This required developing a standardized design system and data visualization library.
- Designed and implemented highly interactive dashboards heavy in data visualization and custom chart types.

Lead Product Designer • November 2015 – December 2017

SolidFire (Acquired by NetApp) • Boulder, CO • 80302

- Led a team of designers responsible for designing interactive dashboards across three SaaS products. Responsibilities included taking complex data sets and developing unique data visualization components.
- Product design was focused on interpreting complex data sets and presenting it in a beautiful and functional UI.
- Delivered pixel-perfect mockups to SolidFire's front end engineering team and participated in an agile process to implement and iterate through designs and prototypes.

Senior UX Designer • October 2013 – November 2015

SolarWinds • Boulder, CO • 80302

- Responsible for designing and implementing the user interface for the company's flagship web app. Major tasks included simplifying the product's UI, which is heavy in data visualization, highly interactive, and used by thousands of customers of varying technical proficiencies.
- Work closely with other teams (UX researchers, engineering, product management) to design an intuitive, interactive, and modern user experience using User-centered design processes. Facilitated customer usability tests and led efforts in integrating the feedback into our designs while adhering to modern UX trends.
- Led efforts in designing UI mockups/wireframes as well as developing working prototypes which defined the application's overall look and feel. Fully responsive prototypes were developed in HTML5, CSS3, and Javascript.

Senior UX Designer • May 2011 – October 2013

Confio Software • Boulder, CO • 80302

- Lead UI/UX designer responsible for all aspects of product design. Worked closely with product management and engineering to design and develop intuitive user interfaces for data-heavy applications. User interfaces were implemented across multiple platforms (responsive web/mobile). Revamped UIs played a role in company's \$100M acquisition.
- Worked within a small agile dev team to deliver both new products, as well as revamping the user experience for established applications. Participated and led customer usability tests and feedback sessions. I was also responsible for designing all mockups and prototypes.
- Designed data visualization components which solved unique problems specific to database performance monitoring. I also converted many static data visualization tools throughout the app into heavily interactive tools using HTML5, CSS3, and Highcharts.

Co-founder, UX Designer/Developer • October 2009 - May 2013
Bync Inc (formerly Budgetable) • Louisville, CO • 80027

- As technical co-founder, I was responsible for designing and developing all aspects of both our web application as well as native mobile apps. Mobile apps were developed for Android phones & tablets, iPhones, and iPads. The web app was developed using HTML5, Bootstrap, JQuery, and Grails. In addition to designing and implementing all the user interfaces across the multiple platforms and devices, I also served as the primary designer for our customer facing websites.
- Created a sophisticated and modern design pattern library which was used across all applications and platform components. Led user usability tests and feedback sessions. Served as a voice for our users in assuring their feedback was integrated into the product.
- Designed company's logo, icons, and overall branding. Led efforts in storyboarding, mockups, and prototyping both web and mobile apps. Developed an in-app A/B testing feature which provided relevant user feedback that in turn allowed us to improve the product's user experience.

UI Designer/Developer • May 2007 - October 2009
Sounds True • Louisville, CO • 80027

- Led a team of designers and developers tasked with completely redesigning and developing the company's e-commerce platform. Played a pivotal role in executing a successful launch for a website used by tens of thousands of users.
- Worked directly with the art department to define an online presence based on a previously establish brand. Worked with other designers to create an interactive e-commerce experience which had to solve many unique challenges due to a variety of product-type offerings.

EDUCATION **University of Colorado Denver** • Denver, CO • Design/Biology • 2006 - 2009