Ryan Williams
UX Designer

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Profile

I started my career as a Product Designer in 2017 and I am now currently working as a UX consultant with a Master's degree in Interaction Design. Working for various clients, I have identified value for the business and improved it's services and user experiences through research, design and validation to suit both the business and users needs. During my academic and professional career, I have won a number of achievements, worked with some impressive organisations and honed my soft and hard skills to suit the various roles and responsibilities.

Experience

UX Designer
2021 - Present
Accenture Song

Applied skills in Customer journey maps ● High fidelity wireframes & prototypes ● User testing ● Service design & blueprinting ● Defining customer experience and vision ● Coaching & advocating UX practices ● Human centred design ● Stakeholder management ● Digital transformation projects ● Identify business value & requirements ● Backlog refinement & prioritisation ● Ownership of designs

Ma Interaction Design
First Class Honours
Class of 2020
National College of Art & Design

Developed skills in UX & UI principles ● Service design ● Design research ● Wireframing ● Prototyping & Testing● Web & app design ● Interviewing ● Design sprints ● Human centered design
Collaborated with ● The Mater Misericordiae University Hospital ● Dublin City Council Beta ● Fjord ● Each&Other ● Intercom ● LocalContext

Product Designer
2017 - 2019
Spear Product Design

Applied skills in Liaising with clients ● Making design decisions ● Collaborating with team and clients through cloud-based software ● Presenting design changes ● Specifying designs with engineers ● 3D modelling ● Finalising designs & technical drawings

Freelance Designer
2015 - 2015
Freelance

Applied skills in Creation of 3D models from drawings ● Collaborating with client ● Creating designs & animations ● Produce technical drawings for patenting ● Playback updates and changes to the client

BSc Product Design
First Class Honours
Class of 2016
Tech. University Dublin

Developed skills in Sketching ● Usability & ergonomics ● 3D design & animation ● Prototyping & modelling ● Research ● Testing and feedback ● Design principles ● Arduino ● Business plan development ● Marketing Strategies ● Entrepreneurship ● Inter-varsity competitions

Awards & Certs

Interaction Design Foundation
5x top in class certifications

NIBS Buisiness Plan Comp.
May 2015 Winner

Alltech Innovation Comp.
April 2015 Runner Up

Student Enterprise Comp.
March 2015 Winner

Skills

Hard Skills ● Figma ● Low & Hi-Fi prototyping ● Personas ● Sketching & wireframing ● Experience Mapping ● Research analysis ● Adobe Suite ● Adobe Suite ● HTML / CSS / JS basics ● Arduino ● CAD and 3D software

Soft Skills ● Scrum agile ways of working ● Stakeholder management ● Problem & value Identification ● Workshopping and interviewing ● Presentation & Communication ● Streamlining processes & workflows ● Ability to work independently ● Aptitude for tech and software ● Broad-minded & considerate of all perspectives ● Empathetic to the user