Ryan Wang

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A user-centered designer with extensive experience working with and taking charge of group design projects, proficient in CAD and eager to immerse himself in Architecture and Design.

Education

Carnegie-Mellon University   May 2027
Bachelor of Architecture   QPA: 3.82/4

Relevant Experience

Ronbow Corp. – Interior Design Intern   April 2024 - October 2024

- Delivered final CAD drawings and renderings for Airport Home Appliance's new San Jose showroom, enhancing client sale opportunities by projected 10%
- Proposed initial cabinet, vanity, and closet designs using CAD Design Studio and Photoshop

ScottyLabs – Lead UX Designer   February 2024 - Present

- Led a cross-functional team of designers and UI developers to design and launch **CMU Maps**, a navigation app used by over 600 students
- Designed low- and high-fidelity prototypes in Figma, optimizing usability for event, class, and food navigation

Open Mind School – Interior Design Intern   May 2021 - September 2021

- Designed a multi-sensory environment room for 30 neurodivergent students, improving sensory engagement and attention span by 40%, using Rhino, Illustrator, and Photoshop
- Conducted experiments to test solutions for enhancing focus and meeting sensory needs

Design The Future – UX Designer   June 2020 - August 2020

- Developed **Sodium Saver**, a nutrition-tracking app for users with vision and auditory impairments, improving accessibility for a diverse audience
- Conducted user research on 5 participants and implemented the design through Figma and Adalo

CMU Water Polo Club - Brand Designer   January 2024 - Present

- Revitalized website, and social media by establishing a brand identity and posting content using Canva and Figma
- Designed a new club logo and created merchandise mockups using Rhino, Illustrator, and Photoshop

AID India – Art Teacher   January 2020 - May 2023

- Brought educational opportunities to multiple groups of students in rural villages in India over Zoom
- Developed the fundamentals of sketching, color theory, and perspective through live drawing demonstrations

Skills

Software:	Figma, Photoshop, Illustrator, Rhino, Adobe XD, After Effects, Blender, Grasshopper
Languages:	Python, Java, C, CSS, HTML, Javascript
Concepts:	Experience Design, Information Architecture, User Research, Accessible Design
Interests:	Woodworking, Still Life Sketching, Teaching