

## Education

Columbia College Chicago  
[B.F.A. Graphic Design](#)

General Assembly  
[Certificate in User Experience Design](#)

## Programs

Figma, Sketch, Adobe Illustrator, Photoshop, InDesign, After Effects, Invision, Keynote, Principle,

## Skills

UI Design, Prototyping, Usability Testing, Competitive Analysis, User Flows, Journey Maps, Card Sorting, User Research, Project Estimates, Brand Audits, Requirements, Client Relationships, Presentations, Brand Styleguides, Art Direction, Photo Editing, Basic HTML & CSS, Wordpress, Packaging Design, Editorial Design

## Ryan Magalhaes

A multidisciplinary designer operating at the intersection of brand & product design.

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## Akoya

[Senior Product Designer](#) February 2022–Present

- Designed and implemented enhanced registration and application creation processes, resulting in a more user-friendly experience for subscribing to financial data
- Worked closely with the Principal Product Designer and Principal Front-end Engineer to deliver numerous improvements to the Akoya Design System and application interfaces, resulting in a better user experience.
- Coordinated with designers and key stakeholders to ensure accurate communication and efficiency in the design process
- Produced various concepts and prototypes for usability testing and feedback

## 829 Studios

[Art Director](#) August 2020–February 2022

- Collaborated with the Creative Director to establish new workflows and design processes to enhance the quality of work while leading a team of 12
- Owned the user experience and visual design direction of multiple responsive websites end-to-end, from research findings to wireframes to visual design and QA
- Manage the needs, growth, performance and career goals of two Associate Designers

## Author by Humana

[Senior Visual Designer](#) March 2020–August 2020

- Collaborated with UX Designers, Engineers and Product Managers in an Agile environment
- Conceptualized and designed accessible digital experiences for the launch of their new personalized healthcare service
- Crafted and evolved an improved design system

## Compass

[Designer](#) December 2018–March 2020

- Designed and developed concepts for regional advertising campaigns across touch-points
- Directed brand identity systems for our many independent agents and agent teams
- Overhauled brand and marketing materials for new development projects in Massachusetts

## Proverb Agency

[Digital Interactive Designer](#) May 2018–December 2018

[Designer](#) December 2014–May 2018

- Lead the design team on all web/digital design efforts
- Conceptualize, wireframe and design high-quality websites and interfaces designed to meet client goals while maintaining authenticity
- Collaborate daily with the senior copywriting, strategy and art direction team members
- Maintain multiple on-going client relationships and projects
- Design and develop brand identity systems for luxury residential real estate across the US
- Provide support and mentorship to the design team

## Force Factor (formerly Nutraclick)

[Junior Designer](#) January 2014–December 2014

- Brand and packaging design for NutraClick's large portfolio of internal brands
- Digital and print design for marketing campaigns and advertising
- Production design

## Angel's Envy Bourbon

[Visual Designer](#) Contract October 2014–December 2014

- Created high-end promotional print deliverables displayed in-store
- Custom icons and graphics for digital and bottle etching
- Production design

## Upshot Agency

[Junior Art Director](#) Contract August 2014–October 2014

[Art Direction Intern](#) June 2014 - August 2014

- Close collaboration with senior art direction and copywriting
- Designed for Subway, Kraft & P&G
- Developed and presented an advertising campaign to New Balance and runDisney