

Joseph Ryan

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I like to work to a brief and the iteration process in making a product or service more usable, identifying problem areas and finding creative design solutions to solve them.

Experience

UX Designer | Draw Group | Feb 2016 - Dec 2016

My last position was working at a digital agency where I worked on various commercial projects in differing sectors across mobile and desktop as an Information Architect and User Experience Designer.

My duties would involve the creation of personas, user journeys, sitemaps and wireframes as a tool for discussion with the client and a foundation of understanding for the design and development team to work upon; utilizing Slack, Trello and JIRA for communication and agile project management across multidisciplinary teams.

Designer | Freelance | Nov 2015 - Jan 2016

After a short period of travelling I undertook a few design projects whilst looking for a full time placement.

UI/ UX Designer | Neova Health | Sept 2014 - Oct 2015

My role had me closely working with multiple NHS Trusts focusing on observation and task management software for doctors and nurses on hospital wards. Holistic design across mobile, tablet, television and desktop to create a unified experience across the different platforms.

I conducted on-site user research by observing users carrying out their daily tasks and hosting workshops with doctors and nurses. Through my findings I would create wireframes and clickable prototypes for testing with the userbase. I would then proceed to create high-fidelity designs and assist the front-end development team by creating style guides of the designs in CSS and HTML for them to incorporate into the software produced.

Project Lead and Designer | 'Flare' for PS First | Jan 2013 - June 2014

During my MA I was the Project Lead and Game Designer for a team entrant into Sony's PSP Minis 'Playstation First' competition; in which we won a commission to develop the game for release on the Playstation Network.

As the Project Lead I managed team members, creating detailed work schedules with task priority and held weekly on-site and remote meetings with members across the different disciplines with the use of Sprints.

As the Game Designer I was responsible for the game mechanics, level design - from paper concept sketches to scripting and placement using our in-house editor, UI and menu design, gameflow and progression.

Designer | Colossal Games | Sept 2012 - Dec 2012

My duties involved production of detailed design documents for Free-to-play based games on mobile and tablet, outlining the following key areas for the development team:

Concept and narrative	Gameflow and balance
Mechanics and gameplay systems	Wireframes of UI, menu design
Hi-res concept art	Player progression and reward
Prototype level design	In-game currencies

Quality Assurance Tester | Colossal Games | June 2012 - August 2012

Quality Assurance on iPhone, iPad and Android mobile devices for 'Commando Jack' and the 'Mega Update 2.0' expansion. My duties would include:

- Bug reporting, troubleshooting, tracking and iteration. Creating detailed reports within the JIRA system.
- Game balance - Player progression, reward, difficulty level.

Education

MA Games Development | Kingston University | Sept 2010 - Oct 2011

User Experience Game Design Sound Design CGI

BA (hons) Digital Arts | University of West London | Sept 2006 - July 2009

Web Design 3D Modelling and Animation Game Creation
Graphic Design Video Production

A-levels | Kingston College | 2004 - 2006

Art (B) Photography (A) Philosophy (A) Psychology (B)

Skills

Proficient in OSX and Windows

Photoshop ●●●●○

Illustrator ●●●●○

InDesign ●●●●○

After Effects ●●●●○

Final Cut Pro ●●●●○

Balsamiq ●●●●○

OminGraffle ●●●●○

InVision ●●●●○

POP ●●●●○

Cinema 4D ●●●●○

Maya ●●●●○

Unity ●●●●○

Wordpress ●●●●○

Odoos ●●●●○

Coda ●●●●○

Word ●●●●○

Keynote ●●●●○

Powerpoint ●●●●○

Interests & Hobbies

Listening to podcasts and music, going to see live music.

Playing the acoustic guitar.

Watching films, animation and TV series.

Photography and art.

Reading graphic novels.

New technologies and the video game industry.