

Ryan Nance

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5thingsilearnedtoday.com

- **Creative Problem Solver** focused on discovering concrete solutions to human problems.
- **Respected Builder and Leader** of teams that create outstanding user experiences; instill a shared, enthusiastic commitment to user experience as a key driver of company goal attainment.

Areas of Expertise

iOS, Android, Windows 8 App Design
User Experience Design
Information Architecture
Interaction Design

Usability Engineering
Prototype Development
Art Direction

Interface Design
Content Design
Design Strategy
Search Engine Optimization

Professional Experience

FREELANCE

8/13 to present

User Experience Lead

I work with brands, media and startups to articulate in a clear and compelling way a vision of a surprising and successful user experience based on user insights and innovative solutions.

BERMANBRAUN

12/11 to 8/13

User Experience Designer

Lead the User Experience Design for top COMSCORE rated properties including AOL and MSN. Designed the SKYE Weather + Photos app for AOL Weather, reaching #3 free weather app in the iTunes store for 3 straight weeks.

Selected Contributions:

- Led the design and development processes to unlock product opportunities and optimize existing products.
- Led company-wide initiatives to connect behavioral premises to business goals and product solutions.

BERNARD HODES GROUP — New York, NY

1/10 to 12/11

User Experience Designer

Lead the company-wide User Experience Design efforts, from architecting solutions to persona and scenario development, creation of wireframes and prototypes, all while collaborating with cross-functional teams from every business unit and region.

Selected Contributions:

- Created a set of user experience deliverables, including concept maps, wireframes, feature specs, user persona narratives, low- and high-fidelity prototypes (VUE, Flash, Fireworks, and HTML prototyping), navigation narratives, and user experience storyboards, to communicate in meaningful ways to stakeholders.
- Led strategic planning to discover outstanding user experiences that fit within technical, budgetary, resource and branding constraints.

MILES MEDIA — Sarasota, FL

4/04 to 1/10

Director of Digital Design, 11/08 to 1/10

Interactive Producer, 9/07 to 11/08

Senior Editor, 7/06 to 6/07, **Editor**, 4/05 to 7/06, **Associated Editor**, 4/04 to 4/05

Promoted to director position to remake the interactive publishing design strategy, client communication and production process. Lead the creation of industry-leading websites, and interactive marketing programs

Selected Contributions:

- Developed company's web design process focused on aligning client's marketing goals with user goals.
- Led a diverse team of talented specialists to a industry leading web experiences on time and under budget.
- Led the creation of company-wide search engine optimization best practices for programming and design.

Education and Training

Training: User Interface 15 Conference, Boston, MA, 10/10 User Interface 13 Conference, Cambridge, MA, 10/08

COLUMBIA UNIVERSITY — New York, NY

9/99 to 10/01

Master's of Fine Arts, Writing Division

NATIONAL TAIWAN NORMAL UNIVERSITY — Taipei, Taiwan

6/96 to 11/98

Mandarin Language training

UNIVERSITY OF REDLANDS — Redlands, CA

9/93 to 6/96

Bachelor's of Arts, Creative Writing