

# Ryan Wichtendahl, MFA

Designer · Vancouver, BC

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## Technical Skills

- **UX & Product Design** – User research, competitive analysis, heuristic evaluation, Agile & Lean methodologies, design sprints, affinity mapping, journey mapping, pain points, personas, information architecture, sketching, wireframing, prototyping, low- & high-fidelity UI, material design, usability testing
  - **Graphic Design** – Brand identity & style guides, color, typography, composition, print design & production, data visualization, design presentation & critique
  - **Web Design** – HTML, CSS, JavaScript
  - **Design Research** – Qualitative research, quantitative research, user interviews, academic writing
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## Professional Experience

### Graphic Designer

CyraCom International, Inc.

October 2021 – September 2022

Remote, USA

- Collaborated with marketing and sales to design engaging language services collateral
- Developed visual branding for recruiting collateral and social media accounts
- Supported a variety of clients through the design and production process

### Graphic Designer

University of Minnesota Athletics

September 2016 – May 2019

Minneapolis, MN, USA

- Created promotional materials for university sporting events, athletic facilities, and social media
- Acted as men's gymnastics lead designer for three seasons
- Work featured on official university accounts and sports journals for a national audience

### Graduate Teaching Assistant

University of Minnesota College of Design

August 2016 – May 2019

Saint Paul, MN, USA

- Mentored undergraduate students in classes on design research and creative thinking
- Acted as a supplementary instructor alongside university faculty
- Enhanced the learning experience with personalized design feedback and thoughtful evaluation

## Education

### Master of Fine Arts, Graphic Design

University of Minnesota, Twin Cities

December 2019  
Minneapolis, MN, USA

- Thesis research exploring LGBTQ+ identity through data visualization
- Secondary focus in human factors & ergonomics
- Received a College of Design research grant in fall of 2018

### Bachelor of Science in Design, Architecture

University of Nebraska, Lincoln

May 2016  
Lincoln, NE, USA

- Undergraduate thesis using frame animations to generate a narrative on mental illness
  - Secondary focus in French language
  - Graduated with distinction from the University Honors Program
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## Certifications

### Professional Certificate, UI/UX Design

Springboard

September 2022  
Remote, USA

- Completed more than 700 hours of hands-on coursework covering the end-to-end UX process
  - Collaborated with UX professionals on four design projects on both desktop and mobile
  - Developed high-fidelity screens for a mental wellness startup
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## Volunteer Experience

- **Assistant Editor, College Gym News** – Interviewed college gymnasts and coaches for journalistic features, provided live coverage of weekly competitions, analyzed score data
  - **Poll Worker, Lancaster County Elections** – Ensured voters equal access to voting rights, answered questions about the election process
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## Software Skills

- **Adobe Creative Suite** – Photoshop, Illustrator, InDesign, Acrobat, Premiere Pro, After Effects
- **Prototyping** – Figma, InVision, Adobe XD
- **3D Modeling** – Blender, Autodesk Revit, Rhinoceros 3D
- **Google Suite** – Docs, Sheets, Slides, Forms, Jamboard, Gmail