

Ryan Alden

Product Designer

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Work Experience

Mushroom / Design Director + Founder

May 2020 - October 2022, Redwood City

- Designed and engineered a hardware product, taking it from initial sketches to a fully-realized, ready-for-manufacturing design.
- Consolidated the company's brand and product into a cohesive presentation to demonstrate the unique value proposition.
- Developed design guidelines and materials including product renders, website, pitch deck, and logo.
- Utilized 3D printing and CAD technologies to create detailed and accurate models.

Product Design Consultant

November 2019 - November 2021, San Francisco

- Created detailed CAD models, ensuring that all designs met industry standards and client requirements.
- Proficiently utilized 3D printing and prototyping techniques to bring ideas to life.
- Worked independently with a diverse range of clients to deliver high-quality results.

Sports Basement / Sales Associate

April 2016 - September 2019, San Francisco

- Provided exceptional customer service and expert advice to customers in the backcountry department, helping them select the best gear for their backpacking needs.
- Designed and constructed new fixtures to improve merchandise display.
- Developed strong communication skills by working collaboratively with the team to achieve departmental goals and objectives.
- Utilized customer feedback and insights to make informed product recommendations that met the specific needs and preferences of different users.

Skills

Design:

- Design Strategy
- Vision Presentations
- User flows
- UI/UX Wireframes
- Pitch-deck presentations
- CAD Modeling
- Rendering
- User empathy
- Storytelling
- Developing product road map
- UI Graphics
- Art design

Prototyping:

- Rapid CAD modeling and rendering
- Physical mockups
- User walkthroughs
- 3D Printing

Research:

- User survey design
- Data visualizations
- Understanding user feedback

Personal:

- Self starter
- Flexible
- Communicative
- Detail oriented
- Facilitating design critiques

Education

San Francisco State University

BS Industrial Design

08.2017 - 05.2020

I acquired valuable hands-on experience in the design field, including knowledge of the design process, proficiency in design software, skills in prototyping and collaboration.