

# Ryan Alden

## Product Designer

ryanalden.com  
hello@ryanalden.com  
925.899.2118

### Work Experience

#### Product Design Consultant

November 2019 - January 2023, 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.

#### 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.
- Utilized Solidworks and Fusion 360 to create detailed and accurate models.
- Rendered concepts and product shots in Keyshot.
- 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.

#### Sports Basement / Sales Associate

April 2016 - September 2019, San Francisco

- Utilized customer feedback and insights to make informed product recommendations that met the specific needs and preferences of different users.
- 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.
- Provided exceptional customer service and expert advice to customers in the backcountry department, helping them select the best gear for their backpacking needs.

### Skills

#### Technical:

- Solidworks
- Fusion 360
- Keyshot
- Adobe Creative Cloud Suite
- Figma
- HTML/CSS

#### Design:

- Design Strategy
- Vision Presentations
- CAD modeling
- Rendering
- Concept Sketching
- UI/UX Wireframes
- Storytelling
- Developing product road map

#### Personal:

- Self starter
- Adaptable
- Flexible
- Communicative
- Detail oriented

### 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.