Ryan Alden

Los Altos, CA

Work Experience

Product Design Consultant

November 2019 - Present, San Francisco/Los Altos

- CAD modeling, 3D printing, Graphic Design
- Transforms ideas into high-quality designs
- Combines business insight with technical creativity
- Delivers exceptional, diverse client results

Mushroom / Founder + Design Director

May 2020 - Present, Los Altos

- Founder of Mushroom, leading the entire process of hardware product design and engineering.
- Utilized Solidworks and Fusion 360 for creating precise and integrated manufacturing-ready models.
- Leveraged Keyshot to produce visually captivating representations, enhancing user experience.
- Developed a cohesive brand identity, effectively communicating the product's unique value proposition.
- Crafted design guidelines, including product renders, website design, pitch deck, and logo.
- Created a comprehensive visual identity reflecting the company's core values and differentiation.
- Established a strong brand strategy, setting the company apart from competitors.
- Successfully created a compelling product resonating with the target audience.
- Built a robust brand identity through experience as founder and designer at Mushroom.

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.

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Skills

Personal:

- · Communication Skills
- Adaptability
- · Attention to Detail
- Flexibility
- · Organizational Skills

Technical:

- · Solidworks
- · Fusion 360
- AutoCAD
- · Rhino 3D
- Keyshot
- · Adobe Creative Cloud Suite
- Figma
- · HTML/CSS
- · Microsoft Office Suite
- · G Suite
- · Unreal Engine 5

Manufacturing:

- · Schematic Design
- · Supplier Management
- · Product Assembly
- · Problem-solving

Design:

- · Design Strategy
- Vision Presentations
- · CAD Modeling
- · Rendering
- · Concept Sketching
- · UI/UX Wireframes
- Storytelling
- · Product Roadmap Development
- · Physical Mockups
- · User Walkthroughs
- · Product Simulations
- · User Research