Ryan Nance Product Designer

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Creative problem solver focused on discovering concrete solutions to human problems.

February 2019 to present

Product Design Manager - EDO, Inc

Founded the design department, built the team and led design on flagship SaaS Adtech Analytics app serving our growing client base.

October 2016 to January 2019

Senior Product Designer - Atom Tickets

Led the year-long native app redesign process for iOS and Android, including substantial user testing, high-fidelity interactive prototypes using Origami, Framer, Sketch and InVision.

February 2016 to October 2016

Head of Product Design - Flipagram

Built a team of product design experts across web, iOS and Android. Designed on launched new in-app camera to all 90 million users.

February 2015 to February 2016

Director of User Experience - Tradesy

Led a team of user experience and product design experts across web, iOS, Android and enterprise platforms.

Director of User Experience at Twenty20 - 2014

User Experience Designer at Pandexio - 2013 to 2020

User Experience Designer at BermanBraun - 2011 to 2013

Director of User Experience at Bernard Hodes Group - 2010 to 2011

Director of Digital Design at Miles Media Group - 2003 to 2010

Education

Columbia University MFA Writing 2001

National Taiwan Normal University Mandarin Training 1997-1999

University of Redlands BA Creative Writing 1993-1996

Cal Poly San Luis Obispo Architecture 1992-1993

Product Design & Strategy | Information Architecture | Prototyping | User Research