RYAN CASEMENT

UI/UX Designer

📞 925 786-6183   @ ryancasement7@gmail.com
🔗 https://www.linkedin.com/in/ryan-casement/   🔗 https://ryancasement.com/
📍 Auburn, CA

SUMMARY

I am a UI/UX Designer with experience working with a wide range of clients. My training allows me to connect creative and technical elements together and work in diverse teams, ranging in size between 5 and 30 people. I'm proud to have been part of the production of both a commercially available indie game and AR app.

EXPERIENCE

UI/UX Developer
Providence Health & Services
📅 01/2023 - 05/2023   📍 Remote

United States based not-for-profit healthcare system.
- Developed a volumetric video application over the course of 5 months
- Testing and bug fixing a UI that utilized several AR API's
- Worked alongside a 5-person design team to generate modular functions
- Developed their technical documentation and a tutorial for creating new projects in the app
- Released the app, which is now commercially used by Providence

Game Developer
Rabid Troll Studios LLC
📅 08/2019 - 05/2020   📍 Colorado Springs, CO

Student lead indie game development group
- Performed iterative design on UI and UX elements throughout the project
- Excelled in a team of 30 developers
- Developed an indie game from concept to final release in 9 months

Team Lead
Bachelor of Innovation Program of UCCS
📅 01/2021 - 05/2021   📍 Colorado Springs

Innovation lab based at the University of Colorado Colorado Springs
- Developed a game from preconcept phase to a non-functional prototype in 2 months
- Finalized design elements of the game such as color scheme, UI layout, and iconography
- Led a team of 5 people

EDUCATION

Game Design
University of Colorado
📅 12/2017 - 08/2021

GPA
3.75 / 4.0

Instructional Design and Performance Improvement
Graduate/Certificate Program
📅 01/2022 - 12/2022

GPA
3.73 / 4.0

Master of Education in Learning Design and Technologies
Arizona State University
📅 01/2023 - Present

GPA
3.71 / 4.0

SKILLS

Programming

JavaScript   HTML   C#   Python
Unity   Debugging   Version Control
Cross-Platform Development   AGILE

Design

UI Design   UX Design
Rapid Prototyping
Instructional Design   Krita   AR
Maya

CERTIFICATION

Certified User: Unity Programmer
Certiport

Instructional Design and Performance Improvement Certificate
Arizona State University Mary Lou Fulton Teachers College

PROJECTS

GDD 3000: Serious Games
📅 01/2021 - 05/2021   📍 Colorado Springs

Development of serious games
- Developed 4 Unity game prototypes in 2 week sprints
- Generated framework for integrating instructional design into game design

Portfolio

https://ryancasement.com/
- **A collection of my work in:**
- Game Design,
- Animation,
- Writing