

RYAN PFLAUM

Designer UX • Product • Industrial

Experienced designer adept at problem-solving and navigating the complexities of design and technology landscapes, fueled by a deep curiosity for understanding how things work. With a keen eye for detail and a passion for innovation, I bring a wealth of knowledge and expertise to the table, continuously pushing boundaries to create captivating designs that resonate with audiences.

EXPERIENCE HIGHLIGHTS

Lunar Energy

Front End Designer

Dec 2021 – Feb 2023 | Remote

- Led the design of installer-centric applications, collaborating closely with developers and hardware engineers across international offices.
- Translated complex technical and hardware requirements into intuitive interfaces for the installer application, optimizing installation processes.
- Conducted rigorous testing to validate designs and advocate for user needs while adhering to design standards and solar industry requirements.

U.S. Bank

UX Visual Interactive Designer

Jul 2021 – Dec 2021 | Remote

- Designed interactive prototypes of onboarding and product pages for a new desktop and mobile investing tool in collaboration with experience architects, content specialists, and developers.
- Defined and advocated for user needs throughout the design process while adhering to organizational component and design standards.

Design Museum Everywhere

Design Producer

Sep 2019 – Jul 2021 | Boston, MA

- Oversaw design aspects of exhibitions, experiences, and digital presence to further the museum's mission of advocating for the transformative power of design.
- Designed and built bespoke touring exhibitions for a variety of spaces in Boston and Portland and supported the planning and execution of physical and virtual events.
- Directed and produced a weekly podcast, engaging with over 80 designers across multiple disciplines.

PREVIOUS EXPERIENCE

ECCO Design

Aug – Dec 2018 | New York, NY

Moixa

Jan – May 2018 | London, UK

Hellman-Chang

Apr – Aug 2017 | New York, NY

Symmons

Aug – Dec 2016 | Boston, MA

PROFICIENCIES

Skills

User-centered Design, User Research, Product Rendering, CAD Modeling & Rendering, User Testing, User Interface Design, Technical Drawing, Information Architecture, Interaction Design, Concept Development, Service Design, Wireframing, Agile/Scrum, Brainstorming, Design Thinking, Photography

Tools

Figma, Adobe CC, Keyshot, OnShape, Photoshop, Illustrator, InDesign, SolidWorks (CSWP), HTML / CSS, Fusion, Jira, AutoCAD, 3Ds Max, Alias, Sketchbook Pro, Sketch, Premier Pro, Invision, Adobe XD, G Suite, Microsoft Suite, Abstract, Miro

Making

Rapid Prototyping, Fabrication, 3D Printing, Modeling, Casting, Wood Shop, Metal Shop, Milling, Manufacturing, Assembly

EDUCATION

University of Cincinnati, DAAP
B.S. in Industrial Design, 2019

CONTACT

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