Ryan Hartanto

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Experience

Epic Systems
UX Designer / Apr 2023 - Present
- Primary UX Designer for Epic's iOS and Android clinician-facing mobile applications.
- Collaborated with product leads, developers, and clinicians to gather feedback and iterate on high fidelity mockups and prototypes.
- Defining a mobile design system in collaboration with developers to promote reusable components and ensure a cohesive user experience.

Amazon
UX Designer / Aug 2022 - Jan 2023
UX Design Intern / Jun 2021- Sep 2021
- Designed gesture and voice interactions for Alexa on Echo Buds.
- Leveraged customer research insights to inform design decisions.
- Moderated usability studies of Alexa products to measure customer satisfaction and determine if products were market-ready.
- Prepared qualitative and quantitative research for Qualtrics and UserTesting to identify customer needs.

UCI Student Center and Event Services
UI/UX Designer / Feb 2021- Jun 2022
- Designed high-fidelity web and mobile UI mockups on Figma.
- Led stakeholder meetings to understand user needs and document design requirements.
- Applied style guidelines to maintain visual consistency.

Hack at UCI
Design Lead / Feb 2021- Feb 2022
- Designed graphics and websites to market workshops and events.
- Designed a sponsorship prospectus that earned a $2.25K event sponsorship from Figma.

Education

University of California, Irvine
B.S. Computer Science,
Minor in Informatics

Skills

Design
UI/UX Design
Visual Design
Graphic Design
Mobile Design
Wireframing
Mockups
Prototyping
User Research
User Interviews
Competitive Analysis
Heuristic Evaluation
Accessibility

Tools
Figma
Adobe XD
Adobe Photoshop
Adobe Illustrator