

# Ryan Hartanto

## UI/UX/PRODUCT DESIGNER

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### EXPERIENCE

#### Epic Systems

April 2023 - Present

#### UX Designer

- Primary UX Designer for Epic's clinician-facing mobile apps: Rover (iOS/iPadOS and Android), Haiku (iOS and Android), and Canto (iPadOS).
- Led stakeholder meeting with product leads, dev leads, and clinicians to gather feedback and iterate on high fidelity mockups and prototypes.
- Currently working on mobile design systems and navigation for improved consistency and user experience.

#### Amazon

June 2021 - January 2023

#### UX Designer / August 2022 - January 2023

#### UX Design Intern / June 2021 - September 2021

- Designed features with gesture and voice interactions for Alexa on Echo Buds.
- Used customer research to make 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

February 2021 - June 2022

#### UI/UX Designer

- 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

February 2021 - February 2022

#### Design Lead

- 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  
Bachelor of Science, B.S. Computer Science, Minor in Informatics

### SKILLS

UI Design | UX Design | Graphic Design | Visual Design | Mobile Design | Wireframing | Mockups  
Prototyping | UX Research | User Interviews | User Flows | Figma | Adobe XD | Unity | HTML | CSS