

# Ryan J. Murphy

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## SUMMARY

Product designer with an engineering background specializing in user research, interaction design, and rapid prototyping. Experienced designing digital and physical products while translating research into intuitive, user-centered experiences.

## EDUCATION

**NORTHWESTERN UNIVERSITY** | Evanston, IL

B.S. in Manufacturing & Design Engineering

June 2026

Minors: Computer Science and Art, Theory & Practice

GPA: 3.81/4.00

Bay Area Immersion Program Fellow | Hispanic Scholarship Fund Scholar | Dean's List

*Relevant Coursework:*

Human-Computer Interaction | User Experience Design | Human-Centered Product Design | Design Thinking & Communication I-II | Visual Storytelling | Data Visualization | AI & Machine Learning | Data Structures & Algorithms

## SKILLS

*Design:* Product Design | Interaction Design | UX Research | Prototyping | Wireframing | Design Systems | Visual Design | Accessibility-Aware Design

*Technical:* HTML | CSS | JavaScript | Python | C++

*Tools:* Figma | FigJam | Miro | Cursor | Codex | Adobe Creative Cloud (Photoshop, Illustrator, InDesign, Premiere Pro)

*Methods:* Usability Testing | Design Critique | Rapid Iteration | Cross-Functional Collaboration | Agile Workflows |

AI-Assisted Design Workflows

## PROJECTS

**SureThing** (Senior Capstone Project)

September 2025 - June 2026

- Led end-to-end UX research for a medical device focused on improving the urine collection experience for women
- Conducted 10+ user interviews and facilitated usability testing with college-aged women, identifying key pain points that informed the product's design
- Designed and refined prototypes through iterative testing with users to improve usability, comfort, and reliability
- Developed the SureThing brand identity, including naming, visual identity, and packaging, creating a unified product and brand experience

**Amazon Music** (Bay Area Immersion Program)

January - March 2025

- Partnered with Amazon Music's product team to explore new community-driven listening and sharing experiences
- Conducted 20+ user interviews that uncovered unmet social listening needs, shaping four product concepts
- Synthesized research insights into user flows and interactive prototypes, balancing user needs and technical feasibility
- Presented prototypes to Amazon Music stakeholders, articulating design rationale and user impact

**Step City** (Bay Area Immersion Program)

January - March 2025

- Led UX research that identified key behavioral barriers to fitness consistency, informing the product strategy
- Defined a product strategy centered on gamification, habit formation, and milestone-based progress, translating research insights into a mobile experience that encouraged consistent fitness habits
- Designed wireframes and interactive prototypes in Figma, refining the product through user feedback and iteration

## EXPERIENCE

**LIVE TIME** | New York, NY

June - August 2025

*Product & UX/UI Design Intern*

- Led an end-to-end rebrand, developing a consistent visual identity across the mobile app
- Designed 150+ low and high-fidelity screens for a complete app redesign, aligning user needs, business goals, and engineering constraints into a cohesive mobile experience
- Built a component-based design system that improved interface consistency and design-to-engineering handoff
- Collaborated with founder and software engineers to integrate design decisions throughout development, reducing friction between design and implementation

**DESIGN FOR AMERICA, NORTHWESTERN CHAPTER** | Evanston, IL

January 2024 - May 2026

*Operations Chair*

- Supported operations, onboarding, and scheduling for a 40+ member multidisciplinary design team
- Facilitated workshops on interface quality, design systems, and Figma best practices to improve members' design skills

## ACTIVITIES

Co-President, The Setup (Northwestern Stand-Up Comedy Club)