
Curriculum Vitae Ryan Hope

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Overview

An adventurous, broad and highly skilled, visually articulate interaction designer with 10 years experience, working with and inspiring others in the creation and development of imaginative, insightful and human centred designs for the web and beyond; passionate about learning new skills and personal development derived from challenging new experiences.

Skills

Interaction and UX Design

- **Design methods**
Strong ability to conceive innovative interactive design solutions aligned with brand/mission and business goals; skilled in defining product angles that resonate with end-user needs; designed and developed from wireframe to final working model commercially successful and accredited UK educational software for Neate Publishing.
- **Human centred design**
Committed to thoughtful analysis, research and focus on users throughout the design process, to meet needs and enrich human experiences through digital technologies; leading design groups in projects for subcultures and user interaction design.
- **Concept and creativity**
Fervent champion of brainstorming, extensive research and experimentation in the conception and ideation process in order to achieve simple, effective, innovative solutions to design problems; co-created *Waiting* and *Firefiles*, both exploring intuitive interfaces and physical interaction, and selected for Enter06 emerging digital design talent showcase in London.
- **Prototyping and communicating ideas**
Accomplished at crafting high-end mock-ups using paper, wood, plastic, projectors, microphones and webcams. Adept at creating prototypes to effectively and clearly communicate new interaction and design ideas for both on and off screen media; created numerous Flash based prototypes to present fundamental principles and techniques while leading interactive and advanced interactive media design groups.
- **Strong academic background**
Committed to exploring and understanding established and emerging design currents. Comfortable presenting in-depth ideas and designs both in written and oral formats.

Visual Design

- **Print based communication design**
Passion and experience in creating strong, aesthetic, eye-catching designs to present information and promote identities using iconography, typography, colour and layout; designed the graduation book, tickets, invitations and numerous posters to successfully market and promote Raffles Design International, Mumbai.
- **Visual storytelling and illustration**
Strong ability to clearly express and visualise scenes and narratives using sketching, paint, photography, storyboarding, animation, motion graphics and digital illustration.

Leadership & Collaboration

- **Project management**
Adept at defining realistic project scopes and scheduling; strong capacity to coordinate between team members of different expertise; led the formulation and staging of successful public graphic and interactive media design exhibitions.
- **Team management**
Excellent skills leading and contributing within multicultural, multidisciplinary teams working towards a collective goal; worked with organisation directors, administration, professional designers and artists to create successful marketing projects and delivery of graphic and multimedia design degree courses.
- **Adaptability and Initiative**
Ability to successfully adapt to living and working within various countries with limited resources. Drawing on prior knowledge, experience and nurture new skills; achieved long success following promotion to programme director without exposure to role or skills.
- **Communication**
Confident and experienced speaker, whether in the classroom or in professional workshops. Able to communicate at all levels and translate technical jargon for non-technical people with an ability to inspire teams and others with energy and desire to achieve goals.

Technology

- **Web**
Extensive knowledge of web design techniques and practises using HTML, CSS, Dreamweaver and Flash with working knowledge of jQuery and Javascript; created microsites that successfully market and promote graphic and multimedia events.
- **Multimedia and programming**
Comprehensive mastery of multimedia design techniques including Flash, Director, programming with Actionscript and Lingo; UI design with Illustrator, Photoshop and InDesign; motion graphics/video editing with AfterEffects, Premiere and Final Cut Pro.

Work History

- March 2009 - October 2011
- **Program Director & Lecturer: BDes Graphic & BDes Multimedia Design Raffles Design International, Mumbai, India**
Directing and leading admin, faculty and students in degree level design education; design and production of web, print, video and installation based marketing material.
- June 2007 - March 2009
- **Lecturer & Consultant: BDes Graphic & BDes Multimedia Design Raffles Design International, Mumbai, India**
Delivery of degree design education; mentoring projects to professional standards.
- December 2006
- **Design Intern Mook, London, UK**
Interface design, storyboard development and website maintenance.
- January 2004 - June 2005
- **Lecturer: BA (Hons) Multimedia Design: Interactive Multimedia Unit**
 - **Lecturer: BA (Hons) Design Studies: Design Visualisation Unit Southampton Solent University, UK**
Delivery of degree design education; mentoring projects to professional standards.
- January 2004 - 2005
- **Interaction Designer Neate Publishing Ltd. Winchester, UK**
Concept development, prototyping, UI and UX design for an educational application.
- February 2003 - June 2003
- **English Spoken Language Teacher Bohai Private Middle School, Qinhuangdao, China**
Planning, conducting workshops, activities for 12-18 age groups and aiding faculty.
- 2001 - present
- **Freelance and voluntary graphic and interaction design**
Various branding, illustration, communication and digital design.

Education

- 2005 - 2006
- **MA Design for Interactive Media (with Merit) Lansdown Centre for Electronic Arts, Middlesex University, London, UK**
Key areas of personal interest and study :
 - Ubiquitous computing.
 - Tangible interfaces.
 - Social Interactions.
- 1998 - 2001
- **BA (Hons) Multimedia Design (1st Class) Southampton Solent University (formerly the Southampton Institute), UK**
Key modules included :
 - Interactive Multimedia.
 - Virtual Environments.
 - Sound and Image Narrative.
- 1997 - 1998
- **Foundation Studies in Art and Design Wiltshire College (formerly Salisbury College), Salisbury, Wiltshire, UK**
- 1993 - 1997
- **A Levels in Art, Design, AS Level General Studies and 11 GCSE's Westwood St. Thomas Upper School, Salisbury, Wiltshire, UK**

Interests

- Learning
- Reading and adding books to my growing design library.
Getting to grips with digital trends visiting art and design exhibitions and conferences.
Adding to my treasury of personally observed Signs and Symbols.
- Living
- Exploring experiencing distant countries and cultures; going for long runs.
Sending parcels to, and receiving letters from, far-away friends.

References available on request