

Ryan Betts

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Experience

A driven multidisciplinary Designer seeking employment in a company devoted to providing innovative, efficient, responsible, and sustainable solutions to provocative, utilitarian, or challenging design problems.

B.Sc. in Interaction Design (Simon Fraser University → School of Interactive Arts & Technology) with 3+ years experience in multidisciplinary design (experience, interaction, graphic, web, interface, video, audio). Able to self-manage on team-based or individual projects. Excellent problem solving and communication skills.

Summary

Software:

WEB & PRINT -

Illustrator CS2
Photoshop CS2
InDesign CS2
Dreamweaver 8
Flash 8

MEDIA -

Final Cut Pro
Premier Pro
After Effects
Vegas

OTHER -

OmniGraffle
FileMaker Pro
TextMate
BBEdit
Max/MSP

Languages:

INTERMEDIATE -

CSS 1.0/2.0
XHTML
PHP 4/5
ActionScript 2.0
XML

BASIC -

Javascript
Ruby
SQL
XSLT 1.0

Practical Theory:

INTERMEDIATE -

Information Architecture
Writing for Web
Branding
Narrative Structure
User Experience

Freelance Designer

June 2004 to Present

Communicate with clients to determine project requirements and goals.
Plan and process multiple design iterations for client feedback.
Implement final product in desired format (print, static website, CMS, etc.)

Student Project Lead

SFU Coop/eLinc - January 2004 to August 2004

Contribute to and lead brainstorming and planning sessions.
Create text and rich media content for online community and newsletter.
Design and implement Postnuke CMS templates.

Research Assistant

Everyday Complexity - September 2005 to August 2006

Co-develop Content and Workflow Management System in RoR.
Conduct in situ ethnographic studies of families, and write reports.
Develop a database driven media and research repository.
Co-develop dynamic visualization tools in MIT's Processing language.

Teaching Assistant

Design for Digital Environments - Fall 2005

Critique students' design work and provide guidance and support.
Collaborate with Prof. Taylor on course development and instructional strategy.
Lead workshops on Photoshop and Illustrator.

Design Team Lead

School of Interactive Arts & Technology - Summer 2004

Mediate between design team and Project Manager & Director of Ext. Comm.
Develop initial brand elements (logo & verbage.)
Facilitate discussions with school community to inform design process.
Design and implement MoveableType site templates.