

RYAN LANNOYE

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Portfolio - www.RyanLannoye.com

EDUCATION

University of Cincinnati DAAP

Bachelor of Science Industrial Design

Class of 2026

EXPERIENCE

Golf Pride - Pinehurst, NC

Sports product Design | 01/2025 to Current

- Contributed to the design development of 2026 and 2027 golf grips, encompassing new collections, putter line expansions, limited-time releases, and OEM collaborations.
- Drove the creative process through extensive research, sketching, ideation, brand experimentation, and high-quality rendering to ensure innovative and market-leading designs.
- Regularly presented concepts to cross-functional teams and engaged with C-suite executives to align design strategy with business objectives, ensuring a strong brand identity and market differentiation.

Metakosmos - Sydney, AUS

UI/UX Intern | 05/2024 to 09/2024

- Lead the design and development of a Unified Receptive Production System, integrating Product Life-Cycle Management (PLM) and Manufacturing Execution System (MES) functionalities to enhance operational efficiency in the space suit business.
- Conducted user research, created wire-frames, and executed usability testing to optimize the UI, implementing UI/UX best practices and delivering a user-centric application.
- Relocated from Cincinnati to Sydney, showcasing adaptability and a strong commitment to building international expertise through hands-on professional experience.

Alternative Co-op

Sports Equipment Design | 2023

- Designed various helmets, each tailored to reflect different brand identities. Tasks included research, sketching, brand analysis, CAD, rendering, and physical prototypes.
- Participated in UI/UX website design sprints. Researched, prototyped, and created final wire-frames for 2 companies.

Kroger Technology - Cincinnati, OH

UI/UX Research and Development Intern | 01/2023 to 08/2023

- Tasked with designing and building functional prototypes for sensors, products, and other experiments
- Assisted in enhancing the customer experience and support business outcomes by leveraging user-centered design principles and technology tools.

SKILLS

Softwares

- Blender
- Illustrator
- Figma
- KeyShot
- Fusion360
- Webflow
- Procreate
- Photoshop
- InDesign
- Adobe XD

Non-digital

- Sketching
- Prototyping
- Wood Working
- Model Making
- Metal Working
- Storytelling
- User Research
- Brand Identity
- User Experience
- Journey Mapping

HONORS & ACTIVITIES

- Studied abroad in Sydney Australia and gained international experience while developing cultural awareness (Summer 2024)
- University of Cincinnati DAAP Dean's List (Fall 2021 - Present)
- University of Cincinnati's ACHA Division 2 Ice Hockey Team (Fall 2021-present)