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SUMMARY	Product designer who works at the intersection of digital experience and physical product — turning complex systems into interfaces people can actually use. Three co-ops across three industries (aerospace, retail tech, consumer sporting goods), owning the full arc from user research and journey mapping through wireframing, prototyping, and visual design. Fluent in AI-accelerated workflows that take ideas to working prototypes fast.
EXPERIENCE	Product Design Co-op — Golf Pride Pinehurst, NC · Jan 2025 – May 2025, Aug 2025 – Dec 2025 – Led UX design of a digital customization platform enabling OEM partners and consumers to configure golf grips — owning user research, journey mapping, wireframing, prototyping, and visual design. – Presented platform strategy to cross-functional teams and C-suite stakeholders; invited back for a second co-op term. – Partnered with product and engineering to align the digital experience with the 2026–2027 grip collections, including the shipping Golf Pride Zero Taper line. – Contributed to physical grip development through sketching, CMF, and high-fidelity rendering — grounding the software in the product it configures. UI/UX Designer — Metakosmos Sydney, Australia · May 2024 – Sep 2024 – Relocated from Cincinnati to Sydney to lead design of a Unified Production System for a spacesuit startup, integrating PLM and MES functions into a single interface. – Ran user research and usability testing, then translated complex production requirements into clear task flows and wireframes. – Designed an information architecture that unified two disparate manufacturing systems into one operator experience. UI/UX R&D Intern — Kroger Technology Cincinnati, OH · Jan 2023 – Aug 2023 – Owned the full research-to-prototype-to-test loop, running in-store user research with shoppers and validating interface concepts with real users. – Prototyped and iterated interface screens for sensors and R&D products across hardware-connected experiences. – Researched emerging AI capabilities and scoped practical retail and customer-experience use cases.
INDEPENDENT WORK	Sparc (2026 – present): Early-stage campus event app — user flows and design system through working prototypes (React Native/Expo + Supabase), built with AI agent teams via Claude Code. Virtuas Putters — Senior Capstone (2025 – 2026): End-to-end putter project spanning brand identity, digital presence, and CNC-machined + 3D-printed prototypes — player-tested and exhibited at the DAAP senior show.
SKILLS	UX/UI: User research · User interviews · Usability testing · Card sorting · Site mapping · User & task flows · Wireframing · Prototyping · Information architecture · Interaction & visual design · Accessibility & inclusive design · Brand identity · Cross-functional collaboration Software: Figma (+ Figma Make/AI) · Adobe XD · Webflow · Adobe Illustrator & Photoshop · Procreate · KeyShot · Blender · SolidWorks AI Workflow: Working app/web prototypes with Claude Code · AI-assisted ideation & research synthesis (Claude) · Design systems & tokens (Figma variables/components)
EDUCATION	University of Cincinnati — College of Design, Architecture, Art, and Planning (DAAP) BS, Industrial Design · Spring 2026 · GPA 3.6 Cooperative education program — three professional co-ops across three industries.
HONORS & ACTIVITIES	– Dean’s List — every semester, Fall 2021 – Spring 2026 – ACHA Division II Ice Hockey, Fall 2021 – Spring 2026 (five years)