

Ryan Koble, Designer



CONTACT

ryankoble.com
ryantkoble@gmail.com
(530) 417-1513

SKILLS

Product Design
Experience Design
Interaction Design
Design Systems
Visual Design
Sound Design
Marketing Design
Content Design
Branding
Web Development
Prototyping
Usability Testing
User Research
Experience Mapping
Storyboarding
Video Production
Audio Production

TOOLS

Figma
Adobe CC
Webflow
Claude
ChatGPT
Gemini
Midjourney
Atlassian Suite
Google Suite
Logic Pro
Final Cut Pro

EXPERIENCE

Laro Design — Founder & Designer

Remote | December 2024 - Present

- Founded a design agency with my partner providing design and web development work to startups and organizations.
- My role is primarily in experience and interaction design, design systems, web development, and managing service integrations.

Entidad — Product Designer

Remote | June 2021 - May 2025

- Led design for two client projects to digitally transform the processes of in-person events and farmworker recruitment.
- Consolidated design patterns and components across projects into a design system with our engineering team.
- Created a privacy-first CRM and engagement platform (Unmio) for community-based organizations using our design system.
- Implemented decentralized, privacy-protecting, digital identity solutions to safeguard the identities of Unmio users.

ADL's Center for Technology & Society — UX Design Intern

Remote | May 2020 - May 2021

- Created a library of design patterns and principles that help to mitigate the spread of hate and harassment on social platforms.

ACHIEVEMENTS

California College of the Arts — BFA Interaction Design & Computational Practices

In-person & remote | August 2017 - May 2021

- GPA 4.036

TreeHacks 2020 (Stanford University) — AR / VR Grand Prize

In-person | February 14-16, 2020

- MusicBlox, Tangible Programming Education for Magic Leap