

Ryan Koble, Designer



CONTACT

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

SKILLS

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

TOOLS

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

EXPERIENCE

Laro Design — Founder / Designer / Builder

Remote | December 2024 - Present

- Founded a design agency with my partner providing design and development work to startups and organizations.
- My role is primarily in product/marketing design, design systems, and web/mobile app development.
- Provided design and development services to 10+ clients across the world, successfully launching websites, marketing campaigns, and web/mobile app MVP's.

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