

Ryan McDonnell

User Experience and Interaction Designer

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Education

Masters of Science • Digital Media
Focus in Information Architecture
Georgia Institute of Technology | 2015 - present

Bachelors of Science • Aerospace Engineering
Focus in Space Systems Design
Georgia Institute of Technology | 2010 - 2014

Skills

Content Strategy
Interaction Design
Product Design
Storyboarding
Transmedia Storytelling
Video Editing
Visual Design
Website Authorship
Wireframing

Experience

Graduate Research Assistant • Georgia Tech | Present
Author web content for the School of Public Policy including updating stories, creating graphics, and managing event announcements

UX/UI + Product Development Intern • Cytillife | 2016
Designed machine-learning mobile app that helps students manage their time and explore opportunities on campus

Graduate Teaching Assistant • Georgia Tech | 2015 - 2016
Led class discussions in US Government and Philosophy of Technology courses within the School of Public Policy

Teaching Instructor • Mathnasium | 2015
Tutored K-12 students in mathematics topics ranging from basic number sense to calculus

Engineering Economics Intern • SpaceWorks | 2014
Created a database from web research to enable a comparative analysis of space launch vehicles

Technologies

AutoCAD
Axure
Drupal
HTML/CSS
Illustrator
InDesign
Java
Matlab
Premiere Pro
Python

Publications

GameBridge: Converging Toward a Transmedia Storytelling Experience through Gameplay

TVX Conference | 2016
Georgia Tech Experimental Television Lab