

RYAN SLICKLEIN

UX/UI Designer · Mobile-First · End-to-End Product Design

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SUMMARY

UX/UI Designer with 3 published portfolio projects including a real client mobile app for an independent trucking business. Specializes in mobile-first design, user research, and simplifying complex workflows for non-technical users. Transitioning from 3+ years of Special Education — bringing deep user empathy, stakeholder communication, and data-driven iteration to every design decision. Seeking a product-driven UX role in California.

PORTFOLIO PROJECTS · RYAN-PORTFOLIO-IOTA.VERCEL.APP

Monti Transportation — Mobile Trucking Management App Feb 2026

Real Paying Client · Figma · 8 Hi-Fi Screens · Interactive Prototype

- Conducted 1-on-1 client discovery interview with real business owner, identified 5 core pain points, and built complete UX research documentation with HMW statements, competitive analysis of 4 existing tools, hypothesis statements, and 3 detailed user journey maps
- Built 8 wireframes presented to and approved by real client before any high-fidelity work began — validating information architecture with a non-technical user before investing in visual design
- Delivered complete design system, 8 production-ready high-fidelity screens, and fully connected Figma prototype across 4 user flows — designed for one-handed use in direct sunlight with 30-second task completion target

HaulHub — Two-Sided Junk Removal Marketplace Feb 2026

Portfolio Project · Figma · 10 Hi-Fi Screens · Interactive Prototype

- Designed simultaneous dual user flows for two distinct personas — homeowner customers and junk removal providers — across 10 high-fidelity screens covering full booking, real-time provider dashboard, job management, and payment confirmation
- Built complete design system and published full case study documenting research, wireframes, design decisions, and all final screens

Fudie — Food Waste Prevention App Jan 2026

Portfolio Project · Figma · 5 Hi-Fi Screens · Usability Tested

- Conducted 12 user interviews to uncover pain points in household food management, synthesizing findings into personas, journey maps, and prioritized feature requirements
 - Achieved 100% task completion rate across 5 usability test participants with 45-second average task time — iterated design from playful to minimal aesthetic based on direct user feedback describing the experience as 'calm' and 'trustworthy'
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EXPERIENCE

Special Education Teacher Sept 2022 — Present

Greenport School District, NY · Poway Unified School District, CA

- Conducted in-depth assessments and behavioral observations with 60+ students annually to identify diverse cognitive, physical, and emotional needs — the same empathy-driven research process that defines strong UX work
 - Designed, tested, and iterated instructional materials and interventions based on continuous data collection and real-time feedback — rapid iteration and user-centered problem-solving under pressure
 - Presented complex student progress data to parents, administrators, and cross-functional service teams — translating technical findings into clear actionable insights for non-expert stakeholders
 - Created fully differentiated materials for students with diverse physical and cognitive needs — deep expertise in accessibility and inclusive design for users who cannot advocate for themselves
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EDUCATION & CERTIFICATIONS

Google UX Design Professional Certificate 2025

Coursera — End-to-end UX process, Figma, Google Design Sprint methodology, user research, prototyping, usability testing

BA Child Study, Concentration: Speech Communications May 2022

St. Joseph's University, Patchogue, NY — Focus on human behavior, cognitive development, and communication

SKILLS

Design Tools: Figma (auto-layout, components, variants, design systems, Smart Animate prototyping, developer handoff)

UX Process: User Research, Client Interviews, Competitive Analysis, Journey Mapping, HMW Statements, Wireframing, Usability Testing, Rapid Iteration, Design Sprints

UI Design: Mobile-First Design, Visual Hierarchy, Interaction Design, Accessibility, Inclusive Design, Responsive Design, Design Systems

Soft Skills: Stakeholder Communication, Empathy, Cross-Functional Collaboration, Problem-Solving, Presentation, Adaptability, Attention to Detail