Ryan Lewis

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WORK EXPERIENCE

Technology Teacher at Clark School (Fall 2023 - Present in Rowley, MA)
- Leading lessons in computer literacy, usability of technology, and advancements in the field
- Maintaining computer lab software and equipment, ensuring proper quality and safe practices
- Encouraging individual growth via executive functioning tactics and task management

Coding Instructor at Code Ninjas (Spring 2023 in Arlington, MA)
- Taught courses in game programming and computer science using JavaScript and Scratch
- Developed structured educational activities for digital and physical platforms
- Supported sales and marketing campaigns with customer contact and creating physical materials

Marketing Intern at Northland Investment Corporation (Spring 2021 in Newton, MA)
- Designed engaging marketing materials for print and digital use using Photoshop and Illustrator
- Managed business listings and advertisements using Google, Bing, and Yelp
- Contributed to marketing strategies by offering social media recommendations

Graphic Designer at Northeastern University Sign Shop (Spring 2020 in Boston, MA)
- Digitally designed and physically assembled informational signs and advertisements
- Managed projects from their initial order through to their completion and delivery
- Consulted with customers regarding requests and expectations to ensure satisfaction

SKILLS

Software: Figma, Adobe XD, InDesign, Illustrator, Photoshop, Dreamweaver, Unity, iMovie
Languages: Java, JavaScript, HTML, C#, Racket, R

EDUCATION

Northeastern University
Bachelor of Fine Arts in Interaction Design (UI/UX) from the College of Arts, Media and Design,
    with a minor in Computer Science, Class of 2023
Relevant coursework: Graphic Design, Experience Design, Identity & Brand Design, Typography,
    Information Design, Game Programming, Database Design

PROJECTS

Sportsbetting App Redesign (Fall 2022)
- Designed interactive pages and layouts for a redesign of a pre-existing software
- Constructed in Figma and incorporated both written and verbal feedback from user testing
- Arranged a slideshow of research findings and work progress

Pokémon Hunt game (Fall 2022)
- Developed first-person action and strategy game in a 3D environment
- Contributed to world layout and collected models for digital characters
- Created in Unity using code written in C# and animated models

Google Doodle for National Astronomy Day (Fall 2021)
- Digitally designed a Google Doodle with astronomical elements using Illustrator
- Incorporated interaction in HTML using Dreamweaver