

Knathan Ryan | Product Designer
knathanryan.com | knathan.ryan@gmail.com

SUMMARY

Product designer focused on wearable UX, AI-native interaction, and product systems that make new hardware feel useful in the moment. Background spans interaction design, visual design, design systems, audio UX, research, and accessibility — from 0-to-1 through production at scale.

EXPERIENCE

Reality Labs at Meta — Product Designer, Wearables Core UX **Seattle, WA | Aug 2023 – Aug 2025; Mar 2026 – Present**

- Led UX design for Wearables Core UX across Meta Ray-Ban Display glasses, AR devices, and wrist wearables — shipping home surfaces, glanceables, live activities, notifications, and gesture-driven interactions.
- Built and maintained design systems, UI components, iconography, and product guidelines across Meta's wearable ecosystem.
- Defined accessibility strategy and served as design lead for AX on display glasses — ran audits and cross-functional reviews to ensure inclusive interaction patterns.
- Designed wearable audio UX for competing streams — music, calls, assistant responses, and system signals.
- Partnered with hardware and engineering on I/O mapping, power-saving UX, and low-power display design.
- Designed a coded prototype demonstrating how AI attention management built on trust can be applied to wearable tech — and how trust develops differently across experiences and individuals.
- Built frameworks for AI trust and notification fatigue, applied directly to product decisions.
- Built fully functional AI-assisted coded apps to evaluate model quality, consistency, and the boundaries of human judgment in design.

Freelance — UX Designer & UX Research **Seattle, WA | Sept 2021 – Aug 2023**

- Designed responsive websites and digital experiences for nonprofit, startup, and sports clients — focused on retention, conversion, and clear user journeys.
- Conducted UX research: user interviews, competitive analysis, surveys, heuristic reviews, and persona development.
- Delivered end-to-end UX artifacts: user flows, information architecture, wireframes, interactive prototypes, and UI systems.

- Created component libraries and style guides to support scalable design.

RedRing — Lead UX/UI Design
Seattle, WA | Sept 2013 – Sept 2015

- Embedded as UX designer and research lead on a mobile app connecting Seattle residents with homeless support resources — while employed by a partner stakeholder organization.
- Ran two years of field research across the Pacific Northwest: user interviews, guerrilla testing, and pitches to shelters, city councils, and tech companies.
- Navigated competing stakeholder visions to align on product direction and user needs.
- Built the app's UI principles and interaction patterns from direct observation.
- Presented the product at conferences, tech talks, and city networking events nationwide.

ADDITIONAL EXPERIENCE

Bethany Community Church — Graphic Designer
Seattle, WA | Aug 2019 – July 2022

- Designed digital and print campaigns, web content, event materials, and video assets.
- Managed website content, user workflows, and brand consistency.

Seattle's Union Gospel Mission — Graphic Designer
Seattle, WA | Sept 2015 – Nov 2018

- Designed brand assets, web content, video, and podcast materials for community engagement.
- Managed website content and social media; produced two seasons of the Light Up the City Podcast.

EDUCATION

University of Texas, Austin — Post Graduate Program in User Experience Design (Certificate) | 2021–2022
Suffolk University — B.S. History | Boston, MA

TOOLS

Figma, FigJam, Adobe XD, Bodymovin, Lottie, Miro, Adobe Suite (After Effects, Premiere Pro), Logic Pro, Asana, Trello, Google Slides, ProPresenter, Claude, VS Code, Manus