

chris
ryan

employment

2007–present

Director, Usability

Vision Critical www.visioncritical.com
Vancouver, British Columbia

Interaction design and usability for market research administration (survey authoring, statistical analysis) and end-user panel participant user experience. Angus Reid Strategies, sister company.

1999–2006

Senior Usability Specialist/UI Lead

Telus Web User Experience (formerly Columbus Group)
Vancouver, British Columbia

Interaction design and usability engineering, design and development leadership for web-based software applications. Requirements analysis to prototyping and usability evaluation. E-commerce to IP telephony application software projects. Led, managed, and mentored a group of visual designers, usability specialists, copywriters, and HTML developers; set direction including move to standards-based design.

1996–1999

Senior Human Interface Engineer

Sun Microsystems/Java Software java.sun.com
Cupertino, California

Interaction and visual design for Sun's Java language and platform division. Designer of the Java look and feel, the default cross-platform behaviours and appearances for the Java Foundation Classes. Responsible for the design, documentation, and user testing of all components. Author and illustrator for the award-winning Java Look and Feel Design Guidelines (Addison Wesley, 1999).

1992–1994

Human Interface Designer

Visual Knowledge www.visualknowledge.com
Vancouver, British Columbia

Interface design and usability evaluation for corporate inventory classification, management and maintenance software. Also contributed to end user documentation, functional design requirements, and analysis.

1990–1992

Software Designer

Education Technology Centre of British Columbia
Sidney, British Columbia

Interaction design and software prototyping for the K-12 school system. Designs based on educational research and field testing. Projects included a distributed conferencing and electronic mail system.

1988–1990

Interface and Sound Designer

Cardon Rose/Kinetic Opera Company
Toronto, Ontario

User interface design and development, music and sound production for two Apple Canada multimedia CD-ROMS.

education

1994–1995

Master of Science with Distinction, Human-Computer Systems

De Montfort University www.dmu.ac.uk
Leicester, United Kingdom

A specialist postgraduate course of study in human-computer interaction and artificial intelligence. Courses included User Interface Design and Evaluation; Interface Architectures and Tools; Cognitive Psychology and Ergonomics; and Computer Graphics. Course work included research and development in cognitive psychology and HCI; and the design and evaluation of a walk-up-and-use application. For MSc thesis, developed the concept of “interactive rhetoric” as a new descriptive and generative framework for the persuasive representation of action at the interface.

1989–90

Advanced Programming in C Language Programming in C Language

University of Toronto www.utoronto.ca

Courses covered C language programming issues, including source code packaging methodologies, efficiency, and optimization.

1983–84 and 1985–86

Bachelor of Fine Arts Program

University of Victoria www.uvic.ca

Courses included English, Creative Writing, Computer Science, and Electronic Music and Recording Techniques.

professional

1992–present

Professional Member

ACM/SIGCHI www.acm.org/sigchi

The Association for Computing Machinery's Special Interest Group on Computer-Human Interaction. Co-author, “Designing Simplified Applications for Network Computers,” Proceedings of CHI 97 Conference on Human Factors in Computing Systems.

Inventor

U.S. Patents patents.uspto.gov

Nine patents, including 6,104,397, “Method and system for generating improved progress indicators,” and 5,943,053, “Method and apparatus for expanding and contracting a window panel.”

software & languages

XHTML/CSS, PHP (BBEdit); very large range of apps from Adobe suite to Logic Pro; learning Objective-C/Cocoa (Xcode/Interface Builder); Mac OS X adept and enthusiast, some Unix