

# Ryan Mott

Designer // Animator  
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## Values & Process

Design is more than solving problems; it's the search for the delicate balance of beauty and effective communication. It's my belief that the best designers are the greatest storytellers. They are people who can excite you with their vision and understand the larger context surrounding a problem. These are the fundamental values I aspire to in my work and my career.

I have a passion for storytelling and being a designer allows me to blend my love for communication and creativity. Film, music, and life experiences are my greatest sources of inspiration. I believe great design should flow as effortlessly as a conversation between friends and look as beautiful as a classic movie.

The approach I take is a holistic one. Even if what I'm designing is only a small slice of the larger whole, examining the big picture enables me to make more meaningful design decisions. I aim to combine this type of strategic thinking with artful execution and attention to detail.

## Education



**The University of Arizona (Class of '06)**  
**B.F.A., Visual Communications, Spanish Minor | Tucson, AZ**  
Studied Fine Art abroad in Italy  
Studied Spanish & Art abroad in Spain  
Member of the men's lacrosse team



**The Rochester Institute of Technology (Class of '09)**  
**M.F.A., Computer Graphics Design | Rochester, NY**  
Graduate Assistant  
School of Design Academic Scholarship Recipient  
Catherine G. Morse Art Scholarship Recipient

## Professional Experience

My career has taken me on a journey that I never could have imagined and it continues to do so. I started out as an illustrator classically trained in inks and oils, and with each new experience I've continued my evolution as a digital creative. As a designer, I'll always be a student of technology and people. Each of my job experiences has influenced my personal and professional development, from learning new techniques to gaining a better understanding of human interaction.

■ Freelance ■ BrokenMyth Studios ■ Kodak ■ Clarity Consulting ■ Motorola Mobility

2006 2007 2008 2009 2010 2011 2012 2013 Present

### Motorola Mobility (January 2014 - Present)

#### Senior Visual Designer | Chicago, IL

Shifting from the Consulting Industry back to a corporate environment has presented a wide range of new opportunities and exciting challenges. I was asked to join Motorola as the company continues to grow its marketshare of the competitive mobile device and wearables market. It's been an exciting time as Moto transitions from Google ownership to Lenovo. In this role, I'm a part of the Consumer Experience Department and many of the products I work on can reach nearly 10 million users. I'm privileged to work hand in hand with a talented User Experience group comprised of industry veterans. As Senior Visual Designer, it's my job to lead creative problem solving in the visual space and to craft a flawless User Experience. My primary responsibility is to conceive and present a wide array of design and motion options, directly to Product Managers, Lead Developers, Creative Directors and Department Heads. The breadth of this position covers everything from research integration and concept development to shipped products and support.

**Notable Clients & Platforms:** Android, Verizon, AT&T, TMobile

**Primary Skills:** Visual Design, User Experience (UX) Design, UI Design, 2D/3D Animation, Motion Graphics, Art Direction, Creative Direction, Digital Illustration, Video Editing, User Research, and Concept Development.

**Clarity Consulting (March 2012 – January 2014)****Visual Designer & UX Consultant | Chicago, IL**

When Kodak entered bankruptcy, I decided it was time to make some hard choices. Rather than wait to find out if I would be part of the inevitable layoffs, I packed up and headed to Chicago. As it turned out, joining Clarity has been the biggest and most rewarding move of my career so far. As a member of a gifted design team, it was like joining a band where each musician is incredibly good at playing their respective instrument. My role here varied from Production Designer to Creative Lead and I continued my evolution towards specialization in User Experience. Over time, my responsibilities grew and as the senior-most designer, I took on project management and mentorship of junior designers. The clients were of the highest caliber and the work often required a combination of strategic and tactical problem solving. At Clarity, I was part of a small team that routinely handled highly creative and experimental projects.

**Notable Clients, Projects, and Platforms:** ESPN, NASA, McDonalds, The XX (band/musicians), Intel, Yelp, Cadbury, Kraft, Mondelez, OREO, Microsoft, Groupon, Mokus games/Chillingo, Contre Jour, The Museum of Science & Industry, The New York Times, MyFitnessPal, Stride Gum, Trident, Dentyne, Windows 8, Windows Phone 8, Internet Explorer, iOS, HTML5, Xbox, and Kinect.

**Primary Skills:** User Experience (UX) Design, Visual Design, UI Design, 2D/3D Animation, Motion Graphics, Art Direction, Creative Direction, Digital Illustration, Video Editing, Storyboarding, Game Design, and Concept Development.

**Kodak (June 2011 – March 2012)****Motion Graphics Designer & Visual Designer | Rochester, NY**

Working for Kodak was an exciting move from a small studio to a large corporate environment. The clients and projects were on a much larger scale and it was thrilling to work with international brands and to tackle multilingual projects. It never felt too large though because I worked with a fantastic team of designers, managers, and content specialists in the Technical Knowledge Management (TKM) department. Here, I enjoyed my first taste of leading a project from start to finish and my role ranged from Senior Designer to Creative Lead. While I was brought on for my skill in Motion Graphics, I soon found myself working on web and mobile applications. In an effort to modernize our department's offerings, I cofounded a small team of designers dedicated to exploring and leveraging new web technologies like HTML5 and JQuery.

**Notable Clients & Platforms:** BestBuy, OfficeMax, Office Depot, Wal-Mart, Wegmans, Sotheby's, Spire, Proctor & Gamble, HTML5, JQuery and CSS.

**Primary Skills:** Motion Graphics, UI/UX, Web Design, Visual Design, Art Direction, 3D Animation, Concept Design, Animation, Digital Illustration, and Icon Design.

**Adjunct Professor at The Rochester Institute of Technology (September 2009 – February 2012)****Educator | Rochester, NY**

During my time as a graduate student at R.I.T., I developed great relationships and respect for my professors in the Computer Graphics Design (CGD) program. I was given my first opportunity to teach a few techniques to fellow classmates as a grad assistant to Daniel Deluna and it was a great experience. After I earned my MFA, I was asked if I would teach a variety of undergraduate courses in their new program: 3D Digital Graphics (3DDG). I taught four vastly different courses at R.I.T. and developed an appreciation for the difference between knowing a subject and being able to teach others. In each of my classes, I placed a heavy emphasis on work that could attract potential employers. Instructing and mentoring students was a tremendous privilege and these skills have served me well in my professional career.

**Courses Taught:** Technical Illustration for 3D Designers, Gamification (Serious/Training Game Design), 3DDG Senior Thesis I & II.

**Primary Skills:** Technical Instruction, Mentoring, Art Direction, Sound & Music Design for Games, Creative Direction, and Design Theory.

**BrokenMyth Studios (December 2009 – June 2011)****Artist & Designer | Pittsford, NY**

This was my first full-time studio gig and I worked with a small team of diversely talented creatives and developers on a variety of projects ranging from game development to motion graphics. BrokenMyth was a start-up at the time, but has since grown into a small studio. I'm proud to have been a part of their early development. My position was considered a "jack of all trades" role. As the studio added young talent, my responsibilities expanded to include mentoring and supporting the new artists and designers.

**Notable Clients, Projects, & Platforms:** Johnson & Johnson, Ortho Clinical Diagnostics, Time Warner Cable, Kodak, HTML, Flash, iOS, and Unity.

**Primary skills:** Digital Illustration, Concept Development, 3D Animation, UI/UX, 3D Modeling, Rendering, Lighting, Game Design, Serious/Training Game Design, Storyboarding, Sound and Visual FX.