

Ryan Hubbard

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Education

Austin Center for Design

Expected: Interaction Design and Social Entrepreneurship, 2011

Member of 1st Class at new school founded to use creative problem solving to address social issues like education, healthcare, and poverty.

Olin College of Engineering

B.S. in Systems Engineering, 2008

Member of pioneering 3rd class at newly developed college ranked by US News and World report as one of the Top 10 Undergraduate Engineering Programs in the US.

Designed and ran two new courses at the school. Founded mailing list that circulated to over 90% of the student body. Founded club chapter that won national recognition. Student government class rep. Studied abroad in Rome, Italy.

Awards

Full Tuition Merit Scholarship
worth over \$130,000

StartingBloc

Social Innovation Fellowship

Pending Patent

HIV Prevention Device

Skills

Design Research / Contextual Inquiry / Interaction Design / Wireframing / Usability Testing / Affinity Mapping

Project Management / Strategy Development / Grant Writing / Presentations / Public Speaking

Object Oriented Programming / HTML / CSS / JavaScript / JQuery / Some Python, Django, Java, Ruby on Rails / Scrum / Agile Development

Featured Experience



Ashoka – Social Entrepreneurship Nonprofit

Change Your City Team / Washington, DC / Oct 2009–July 2010

Shaped national and regional strategy for initiative aimed at accelerating social innovation in cities. Provided coordination for pilot that included media campaign reaching over 2.5 million viewers per day. Led design specification and project management of website for Denver pilot.

Led research and development of conceptual framework for building an enabling environment for social innovation. Participated in designing experience of national conference of city leaders.



Huddle – Online Collaboration Startup

Product Team, Dev Team / London, UK / Oct 2008–Oct 2009

Championed user-centered design as part of the product team for online collaboration tool. Initiated company's first on-site customer visit and conducted first usability studies.

Combined qualitative interviews with analytical analysis to identify weak points in user experience. Led redesign of experience for new users, resulting in increased retention and upgrade rates.



Just Milk – Innovation to prevent HIV Transmission

Design Team / MIT, Cambridge, MA / Summer 2008

Designed novel product to prevent HIV transmission, worked with international design team. Innovation received \$100,000 grant from Gates Foundation and was taken up by Family Health International for further development.



Appropriate Technology – Stove Design

Design Team / Olin College, Needham, MA / 2007–2008

Assembled team and won \$50,000 grant for year long redesign of wood-burning stove for Guatemalan use. Built and tested prototypes before delivering construction manual for design that balanced tradeoffs between cost, efficiency, safety, and desirability. Design now distributed by over 200 Guatemalan entrepreneurs. Presented results at international conference.

Additional Work Experience

Fire Performance Artist / Coal Miner / Theatrical Lighting Designer / Computer Programmer / Mechanical Engineer / Teacher / Lifeguard

Interests

People / Asking Questions / Learning / Storytelling / Teaching / Chocolate Milkshakes / Mountains / Climbing / Cities / Innovation / Enabling Environments / Positive Psychology / Feedback Loops