

RYAN CADY

Creative Direction
Multidisciplinary Design
Code & Technology

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Tech-forward designer with expertise in creating engaging digital and physical experiences. NYU Interactive Media Arts grad specializing in UI/UX, digital design, creative coding, and immersive systems with over 20 years of experience leading design efforts for clients such as AllMusic, General Motors, Cartoon Network, Adult Swim, and Microsoft. Seeking opportunities that blend design innovation with technological implementation.

EDUCATION

MA, Interactive Media Art (2024)
NYU Tisch School of The Arts
New York, Shanghai, Berlin

BFA, Graphic & Interaction Design
College for Creative Studies
Detroit, MI

EXPERIENCE

Senior Designer (Contract)
Final Final

Ann Arbor, MI
July 2025 - Present

Graphic design, branding, UI/UX and web design for campaigns targeting startup and cybersecurity industries. Created comprehensive design systems, responsive interfaces, and campaign assets that effectively communicated complex technical value propositions. Partnered with the team to translate business objectives into compelling experiences to drive user engagement and brand awareness.

Senior Designer
AllMusic

Ann Arbor, MI
July 2012 - Nov 2024

Directed end-to-end UX/UI design and product strategy for one of the web's largest music databases, serving millions of users globally. Led comprehensive responsive redesign from the ground up, overhauling desktop and mobile experiences with integrated features including user profiles, review capabilities, and custom album lists. Conducted digital audits that improved user experience while improving SEO performance and reducing load times. Established comprehensive design systems and style guides to ensure consistent branding across all platforms.

Senior Art Director
Digitas

Detroit, MI
March 2011 - June 2012

Provided art direction and web design for GM.com, supporting major brands including Buick, GMC, OnStar, and eBay with strategic content ideation and digital experiences. Created and presented tablet prototypes for an editorial version of GM.com to communicate corporate story and philosophy. Streamlined the car buying process by organizing large datasets and developing an advanced search interface that helped users easily navigate makes, models, and pricing options. Designed multi-platform marketing assets across web, tablet, video, and mobile to support external advertising efforts and promote corporate culture and workplace diversity.

EXPERIENCE

(Continued)

Graphic Designer - Cadillac Studio
General Motors

Detroit, MI
April 2010 - March 2011

Partnered with the studio director and industrial designers to develop cohesive brand identity and presentation strategies for the Cadillac studio. Created comprehensive style guides that communicated brand tone, mission, and visual standards to internal stakeholders. Developed large-scale presentation decks for corporate leadership showcasing upcoming vehicle models, competitive analysis, and business data infographics that supported strategic decision-making across the organization.

Interactive Designer
Vectorform

Royal Oak, MI
April 2009 - April 2010

Led interface design and art direction for touchscreen experiences on the original Microsoft Surface and iOS devices, collaborating closely with programmers to develop innovative technical solutions. Directed end-to-end design process from wireframes and visual designs and prototypes. Designed games and interactive experiences that were showcased in Microsoft Stores and at major trade shows.

Interactive Designer
Ham In The Fridge

Minneapolis, MN
Sept 2006 - Oct 2007

Created interactive experiences for major brands including Cartoon Network, Adult Swim, and Target. Created Clipbook, an interactive drawing and animation tool for Cartoon Network that increased engagement through user-generated content. Developed storyboards and interface graphics for Adult Swim's game Five Minutes to Kill Yourself. Designed an interactive timeline-based gallery for Al Franken's Senate Campaign that promoted his platform and expanded his following. Designed layouts for Target's Club Wedding Gift Registry Program, translating brand requirements into intuitive experiences.

TEACHING EXPERIENCE

Adjunct Faculty - Communication Design (BFA)
College for Creative Studies

Detroit, MI
Sept 2010 - Present

Adjunct Instructor - Graphic & Web Design (MA)
Minneapolis College of Art & Design

Minneapolis, MN
Jan 2025 - Present

Fixed-Term Instructor - Graphic Design (BFA)
Michigan State University

East Lansing, MI
Aug 2025 - Present

Adjunct Instructor - Graphic Design (BFA)
Wayne State University

Detroit, MI
Jan 2017 - Dec 2020

SKILLS

Creative Leadership	Creative Direction, Design Thinking, Strategy, Project Management
Digital & Interaction	Interaction Design, Creative Technology, UX/UI Design, Prototyping
Design & Visualization	Graphic Design, Typography, Branding, Advertising
Programming & Development	HTML + CSS, JavaScript, P5.js, THREE.js, Git/Github
Design Tools	Figma, Adobe Creative Suite (Photoshop, Illustrator, After Effects)

AWARDS & RECOGNITION

Interactive Design Annual	How Magazine (2014)	AllMusic Redesign
Public Shortlist	The FWA (2013)	AllMusic Redesign
Judges Pick	AIGA Design Re:view (2007)	Spine
Merit Award	How Design Annual (2006)	Spine
Regional Design Annual	Print Magazine (2006)	Spine
Award of Excellence	UCDA Design Awards (2006)	Spine

VOLUNTEER & COMMUNITY

On Air Host	Ann Arbor, MI
WCBN FM	2019-Present

Freeform music programming and rotating host of the weekly local music show, promoting emerging and established artists and facilitating live performances.

Board Member & Event Chair	Detroit, MI
AIGA Detroit	2009-2011

Led monthly "Third Thursday" networking events for Detroit design community and contributed to the direction of the Detroit chapter.