
CONTACT

Ryan Harvey
Design Director
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rbhd.work

EDUCATION

2000 - 2005
Atlanta College of Art
B.F.A. in Graphic Design

SKILLS

AI

ChatGPT
Gemini
Firefly
Figma Make
MidJourney
Runway

Design

Illustrator
InDesign
Photoshop

Presentation

Google Slides
Keynote
PowerPoint

UX/Prototyping

Figma
Sketch
XD CC

Video

After Effects
Media Encoder
Premiere Pro

Web

CSS, HTML

EXPERIENCE

2012 - 2026
Razorfish - Los Angeles, CA - Chicago, IL
Design Director

Client Markets

Airline, Automotive, Consumer Packaged Goods, e-Commerce, Entertainment, Financial, Healthcare, Heavy Machinery, Insurance, Retail, Rideshare, Social Media, Technology, Telecommunications

Responsibilities

- Directed creative development from concept through delivery across digital retail motion, interactive experiences, integrated digital campaigns, and print.
- Designed web and mobile experiences, digital out-of-home (DOOH) content, and social creative.
- Presented concepts and creative direction to clients, aligning design with business goals and project requirements.
- Led and mentored multidisciplinary teams of 5–10 across design, motion, production, and technology.
- Directed external production partners across CGI, photography, live-action video, and post-production.
- Partnered with developers to define design requirements, coordinate asset delivery, and maintain creative quality through implementation.

2009 - 2012
Tombras Interactive - Knoxville, TN
Interactive Art Director

Client Markets

Educational, Government, Healthcare, Motorsport, Non-Profit, Recreational Boating, Sports, Tourism

Responsibilities

- Led concept development and design for websites, mobile experiences, digital marketing, and social campaigns.
- Presented creative concepts to clients and guided design development through feedback and approval.
- Managed and mentored teams of 2–3 across creative disciplines.
- Oversaw external partners producing CGI assets, photography, and video.
- Collaborated with developers to translate approved designs into finished digital experiences.

2007 - 2009
Hirshorn Zuckerman Design Group - Washington, DC
Senior Interactive Designer

Client Markets

Commercial Real Estate, Residential Real Estate, Hospitality, Non-Profit, Restaurants, Technology, Tourism

Responsibilities

- Developed concepts and designs for websites, digital marketing, and email campaigns.
- Pitched creative concepts and presented design work directly to clients.
- Mentored junior designers through constructive feedback and creative guidance.

2005 - 2007
Mindshare Interactive Campaigns, LLC - Washington, DC
Interactive Designer

Client Markets

Business-to-Business, Educational, Non-Profit, Technology

Responsibilities

- Concepted and designed digital experiences and print materials, maintaining visual consistency across channels.
- Built interactive websites and experiences using HTML, CSS, Flash, and ActionScript.

