

Ronan Kenny

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Designer / Architect / Futurist

EXPERIENCE DIRECTOR, ROSO STUDIO: GLOBAL – AUGUST 2016 - PRESENT

Together with my partner and Creative Director, Sophie Lundström Halbert, we work with emerging businesses on branding, marketing, web and user experience design; incorporating the latest technology and design thinking. We are currently consulting on projects in VR, AR & MR.

DIRECTOR OF INTERACTIVE, LAUNCHPAD: NEW YORK – AUGUST 2015 - AUGUST 2016

As the Director of a team of UI/UX Designers, my role was to develop business, brand and customer goals through strategy, research and design, combining information architecture and user experience design into online digital solutions for Fortune 500 clients.

UX ARCHITECT, MODERN ASSEMBLY: NEW YORK – AUGUST 2014 - AUGUST 2015

Modern Assembly is a creative technology collective that provides brands and nonprofits with business and communication solutions. We created connected experiences that leveraged data, behaviour, and culture with the latest technology for Climate Reality, UNICEF and NBC Universal.

ARCHITECT/DESIGNER, ANDRE KIKOSKI: NEW YORK – MARCH 2013 - MARCH 2014

AKA routinely partners with renowned global brands such as Guggenheim, Saks Fifth Avenue, Swarovski and Tiffany's to express their core identities through architecture and design.

ARCHITECT/DESIGNER, UTOPIUS: NEW YORK – SEPTEMBER 2012 - MARCH 2013

Utopus is a multi-disciplinary design studio that creates products, furniture, lighting and architecture for exclusive private individuals, luxury retail brands and corporate clients.

ARCHITECT/DESIGNER, ARCHITECTURE REPUBLIC: DUBLIN – AUGUST 2011 - AUGUST 2012

Architecture Republic operates in the fields of architecture, urbanism and landscape design, engaging with artists, engineers, researchers, policy-makers and other design professionals.

Education and Training

USER EXPERIENCE DESIGN IMMERSIVE, GENERAL ASSEMBLY: NEW YORK – MARCH - JULY 2014

This professional development course created a foundation for my transition from the design of 3D spaces and objects to the design of digital experiences for online applications and software.

BACHELOR OF ARCHITECTURE (BARCH), UCD: DUBLIN – GRADUATED IN 2011

As a trained Architect, I have a detailed understanding of the systems, processes and procedures involved in a wide range of human activities in the built environment, including education, recreation, domesticity, industry, culture and socialisation. I have the ability to create a brief from ethnographic research and execute a design that responds to a complex set of requirements.

Design Process and Skills

I practice user-centered design principles at every scale from 2D interfaces to 3D experiences. My process begins with storyboards, scenarios, personas, user flows and use cases. I can easily translate concepts into sketches, diagrams, wireframes, prototypes and mockups for collaboration with visual designers, technologists, engineers, and developers. I have a particular set of skills that relate to Virtual Reality, Augmented Reality and the crossover of digital and physical interactions where the virtual world and the real world come together. I am open to any opportunity to learn.