

# RYAN MARX

DESIGNER • DEVELOPER



421 West Terrace St.  
Villa Park, IL 60181



773.358.8490



ryanbmarx@gmail.com  
ryanbmarx.com

## Hello. My name is Ryan. Nice to meet you.

I'm a designer, developer, and problem solver with years of experience telling stories. I live in the Chicago area but have worked in and with newsrooms from New York to Arizona. I use data visualization, front-end development, UX design, and editorial judgment to dig past surface-level asks and distill mountains of information into meaningful, empowering experiences.

## It's all communication.

We humans are natural storytellers and respond well when we find reflections of ourselves in the tales and experiences of others. But, it doesn't stop there. A good user experience tells a story, too. Audiences encounter complex interfaces, breaking news trackers, and deep enterprise layouts in their own way, and we all need help making sense of things. That's the work.

## What I do

I thrive in collaborative and cross-functional environments, bridging the gap between disparate teams to execute shared editorial goals. I enjoy partnering with reporters, editors, and data journalists early in the reporting process to identify where custom interactive development can add real clarity. I bring a human-focused, audience-centered approach to production, ensuring everyone's eyes remain on the final product. This requires speaking technology with content creators and journalism with technologists, cutting through friction so work moves forward without bottlenecks.

Throughout the years I've made it all: featured interactives, standalone presentations, dashboard user interfaces, and internal tools. Each format has its place, and choosing the right one for the job is a delicate, practical art. As a senior developer, my goal is always to build lean, accessible, and performant solutions that don't sacrifice quality for speed. This is true for all projects, not just breaking news. Furthermore, I focus on making reusable components and templates so we all can move more quickly and consistently across a fast-turn news cycle.

HTML, CSS, and TypeScript are my bread and butter. I love to ship clean, highly performant code using Svelte, Vue, or plain vanilla JavaScript. I have extensive hands-on experience with data visualization and mapping tools — including D3, Node, Leaflet, and MapBox — allowing me to bring complex storytelling to life intuitively.

## Also ...

When I'm not telling stories, you'll find me entertaining one of my many inner nerds: science fiction, theater, cooking, and youth softball (as a proud softball dad). And, finally (perhaps most importantly), I believe there isn't anything that can't be made better with a cup of hot coffee. Or two.

I look forward to hearing from you.

# RYAN MARX

DESIGNER • DEVELOPER



421 West Terrace St.  
Villa Park, IL 60181



773.358.8490



ryanbmarx@gmail.com  
ryanbmarx.com

## PROFILE

I've spent my career helping tell stories and communicate ideas — with visuals, data and enriching interactive experiences. I help to find the important messages and express them in the best ways possible.

## SKILLS

### FRONTEND WEB

HTML/CSS/Typescript

Web accessibility and semantic design (helps with SEO, too).

Frameworks are not essential, but my favorite is SvelteJS. I also can do Vue and React.

### BACKEND

Node, Go, Python

### DESIGN

Adobe Illustrator, Affinity, Figma, Sizzy

## EDUCATION

### BACHELOR OF ARTS - 2002

Lawrence University,  
Appleton, Wisconsin

## EXPERIENCE

### UX SOFTWARE ENGINEER

PULSAR INFORMATICS, 2023 - PRESENT

- Serve as a core developer on a web-based fatigue management system, delivering real-time actionable insights to customers using GraphQL, TypeScript, and SvelteKit.
- Collaborate cross-functionally with engineering teams, product leadership, and customers to refine the end-user experience and contribute to roadmap planning.
- Contribute to technical planning and system design sessions.
- Lead development of the platform's first end-to-end testing strategy.

### DEVELOPER, NEWS APPLICATIONS

GANNETT STORYTELLING STUDIO, 2018 - 2023

- Collaborated with newsrooms across the company to facilitate top-notch storytelling by developing tools, frameworks and custom experiences to empower our partners.
- Used an agile, human-centered approach as we iteratively tested our hypotheses and refined our goals. Teams often approached us with their centerpiece work and a desire to maximize its impact.
- Built tools from end to end for a facility on our company's infrastructure and a collaboration of technologies that wouldn't

### ASSISTANT DATA VISUALIZATION EDITOR

CHICAGO TRIBUNE, 2010 - 2018

- Helped coordinate the efforts of all graphic reporters and artists across long- and short-term projects while leading our transformation into a digital-focused team.
- Helped develop technology stacks, templates and best practices for everything from static graphics to fully composed articles and interactives.
- Served as a coach/mentor to help everyone on the team contribute to digital growth.

### GRAPHICS EDITOR

THE TIMES OF NORTHWEST INDIANA, 2009 - 2010

- Identified and executed visual storytelling opportunities for the news, sports, business and features sections in print and online. I also worked to expand the nwi.com scope and community with online-only content.