

MATT FINDER

User Experience &
Product Designer

I'm a forward-thinking, curious UX designer with 8 years of experience in user-centered product design.

I'm at my best when using my full UX skill set—from user research to prototyping, visual design, and beyond—to lead cutting-edge projects that solve big, meaningful problems.

I'm eager to learn, passionate about sharing all I know, and animate about using new technology and innovative design to change the world.

If you'd like to work together or share a good song, favorite restaurant, inspiring read, or unique place to explore in NYC, I would love to hear from you.

FIND MATT

914.806.6755
matt@mattfinder.com
www.mattfinder.com

SKILLS

Expertise

UX Design
User Research
Interaction Design
UI / Visual Design
Design Strategy
Social Innovation
Information Architecture
Industrial Design
Photography
Multidisciplinary Teamwork

Tools

Sketch
Photoshop, Illustrator, InDesign
Wireframing
InVision Prototyping
Principle Prototyping
Origami Prototyping
HTML & CSS
Sketching
Animation / Motion Graphics
User Flows
Heuristic Evaluation
User Journey Maps
Site Maps
Card Sorting
3-D Modeling & Rendering
MAXON CINEMA 4D

I'VE STUDIED AT

Carnegie Mellon University, BFA, Industrial Design - Dean's List // May 2011
Pittsburgh, PA

I'VE DESIGNED FOR

BUDDY SYSTEM

Role: UX Design Lead // November 2016 – Present // New York, NY

Leading UX on a team building free digital tools (mobile and web-based) to help people who feel unsafe, threatened, or discriminated against find community support.

FREELANCE UX/UI DESIGN

Role: UX/UI Designer, Project Manager // February 2014 – Present // New York, NY

Helped startups improve the information architecture, content strategy, and overall UX of their products through user research, wireframing, prototyping, visual design, and user testing.

GENERAL ASSEMBLY

Role: UX Design Bootcamp Instructor // April 2016 – July 2016 // New York, NY

Led and created lesson plans for General Assembly's full-day User Experience Design Bootcamp. Educated designers and non-designers alike about UX research methods, user interview techniques, information architecture, personas, user flows, sketching, wireframes, and prototyping.

FORCEMAJEURE DESIGN

Role: Product Designer // August 2010 – August 2015 // New York, NY

Designed and launched successful products, retail environments, and packaging for Intel, Ralph Lauren, Dove, Johnnie Walker, Godiva, and other top global brands with a fast-paced NYC agency.

FOUNDATION FOR EMPOWERING CITIZENS WITH AUTISM

Role: UX/UI Designer // February 2014 – March 2014 // New York, NY

Led UX and visual design for an innovative responsive website and identity. Performed user research and competitive research to ensure user goals were aligned with foundation goals.

THE KINGSLEY ASSOCIATION

Role: Design Educator // July 2010 // Pittsburgh, PA

Planned and taught a month-long design camp that introduced at-risk middle school students to design. Students learned design thinking, sketching, sustainability, and presentation skills.

GENERAL MOTORS RESEARCH

Role: Interaction Designer // February 2010 – April 2010 // Pittsburgh, PA

Designed forward-thinking interfaces and co-led user research for a user-friendly, semi-autonomous car of the future. Our team's work informed GM's strategy for vehicles to be built later in the decade.

INTEL

Role: Product Designer & Researcher // June 2009 – September 2009 // Pittsburgh, PA

Invited by Intel to join a future-oriented robotics project to help disabled and elderly people in their homes. Designed concept interfaces, performed user research, and developed scenarios.

HUMAN-COMPUTER INTERACTION INSTITUTE AT CARNEGIE MELLON

Role: Interaction Designer // June 2008 – February 2009 // Pittsburgh, PA

Worked with researchers, teachers, and middle school students to design interfaces for a research-based online math tutor now used in schools across the U.S.