

Matthew Hunter Richardson

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Summary

I'm a UX Designer who is passionate about creating products that people love to use. With an education in Interaction Design and over three years of professional UX experience, I am competent in all aspects of the design process. My expertise lies within UX Strategy, UX Design, Information Architecture, Usability Testing, and Visual Design. By supporting my decisions with validated research, I bring more to the table than just wireframes and whitespace.

Key Skills

User Experience Design | User Experience Strategy | Information Architecture | Usability Testing | Interaction Design | Wireframes | Prototyping | Storyboarding | Flow Mapping | Agile | Responsive Design | UI Design | Mobile Design | Copywriting

Software Expertise

Figma | Sketch | Invision | Zeplin | Adobe XD | Adobe Photoshop | Adobe Illustrator | Axure

Education

Savannah College of Art and Design, Atlanta, Ga

B.F.A. - Interactive Design, 01/2015-06/2017

- Graduated "Cum Laude" with a 3.5 GPA
- Took classes based on the visual design principles for interactive media, the core principles of interaction design, and the core principles of user-centered design.

Boston University (Center for Digital Imaging Arts), Washington, DC

3D Animation Certificate, 01/2013-06/2015

- Took classes based on 3D modeling, scene rendering, scene lighting, texture mapping, rigging, and animation.
- Animated scenes with character and vehicle rigs.
- Designed high-fidelity asset models.

Experience

Ware2Go, Atlanta, Ga

UX/UI Designer, 02/2020-Currently

- Delivered an enterprise toolset for a warehouse management application, for both desktop and mobile experiences.
- Designed UI screens and corresponding use case flows for functional requirements analysis.
- Determine UI needs (changes, impact to flow, alignment to the UX) during design grooming sessions
- Author technical details for design related user stories/specs
- Conducted a design audit to ensure the development environment correctly matched design specs.
- Developed a UI kit of the application's components. The kit includes detailed styling specs (typography, colors, spacing/padding) and interaction states.

NIIT Technologies, Atlanta, Ga

UX/UI Designer, 06/2019-02/2020

- Creating engaging and easy to use interfaces that determine how users interact with a native kiosk application.
- Working closely with the product and development teams to ensure features are implemented as intended, meeting quality expectations.
- Translating business requirements into visual layouts for the purpose of delivering a richer client experience.
- Leverage advanced graphic design and problem-solving skills to accomplish business objectives through the use of fonts, images, colors and ui elements.
- Incorporating Hawaiian Airline branding standards and guidelines into all design work.
- Writing effective copy that ensures the users understand how to interact with the product.
- Managing a UI screen repository to ensure developer assets are up to date on Zeplin.

Synergis Creative, Atlanta, Ga

UX/UI Consultant, 02/2019-06/2019

- Collaborated with Product Designers, Business Analysts, Front End Developers, and Back End Developers to design a native application for Hawaiian Airline kiosks.
- Documented user flows to cover all of the steps passengers are taking to check in for flights.
- Designed the kiosk application by referencing a component library and ensuring the designs aligned with Hawaiian Airline branding guidelines.

Qutee, Atlanta, Ga

UX/UI Consultant, 03/2017-08/2018

- Devised the strategy to design Qutee's iOS application.
- Overhauled current website design to attract more customers.
- Collaborated with stakeholders, developers, and QA specialists to guarantee the client's vision was carried out each step of the way.
- Conducted user interviews to understand the audience's needs.
- Formulated a new onboarding process, which decreased customer bounce rate by 23%.
- Conducted usability testing to target and minimize user pain points.
- Oversaw the creation of, review, and approval of deliverables to guarantee they were in line with industry standards.
- Deliverables included user flows, storyboards, personas, wireframes, and interactive prototypes.
- Designed infographics that resulted in increased brand awareness.

Ecompex, Reston, Va

Operations Technician, 05/2014-06/2015

- Managed background checks for potential employees to ensure a good fit with company culture.
- Supervised the conversion of adjudication files from physical format into digital files to reduce storage costs.
- Worked closely with the project manager to ensure weekly quotes were met.

3D Systems Corporation, Fairfax, Va

Brand Ambassador, 01/2014-08/2014

- Sold 3D printers to customers.
- Developed relationships with 100+ customers.
- Exceeded sales quotes by 15% each quarter.

How3D, Mclean, Va

Multimedia Graphic Designer, 01/2014-03/2014

- Helped a small business establish its branding identity.
- Created a visual identity to attract and retain loyal customers.
- Oversaw the branding strategy and produced a variety of designs to highlight the company's core beliefs.
- Design deliverables included wireframes, high fidelity mockups, logos, business cards, email marketing graphics, 3D models, texture maps, and 3D scene renderings.

National Geographic, Washington, D.C.

Quality Assurance Contractor, 04/2012-09/2012

- Conducted QA analysis for the iPad games, "Doomsday Preppers and Titanic's Keys to the Past."
- Documented bug findings and shared with developers to prepare games for launch.

The Eisen Group, Washington, D.C.

2D Rendering Artist and Image Database Manager, 01/2011-01/2012

- Lead design efforts to render building elevations and aerial master plans.
- Organized over 45,000 architectural assets into a filterable database.
- Created InDesign presentations to pitch new clients.