

# Matt Imus

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## Skills

UX/UI  
User research  
Product design  
Mobile app design  
Interaction design  
Interactive Prototyping  
Web design  
Visual design  
Training  
Information architecture  
Motion graphics

## Tools

Balsamiq  
Axure RP  
Photoshop  
Illustrator  
InDesign  
After Effects  
Sketchup (3D Modeling)  
HTML/CSS/jQuery  
Bootstrap  
Foundation  
Wordpress

## Education and Activities

Master of Design, University of Washington (expected completion in June 2019)

B.A. Design, New Media concentration  
Western Washington University (2009)

Minor in Psychology  
Elective courses in Industrial Design

AIGA Vice President and Program  
Director, WWU Student Chapter

## Design Background

I am a user experience designer and researcher living in Seattle. I help teams get to a shared vision of what problems we can solve so that we arrive at a product that people love. I am currently a graduate student in Interaction Design at the University of Washington.

## Experience

### Graduate Student

University of Washington  
2017-present

Student in the Master of Design program within the School of Art, Art History, and Design, with a focus on interaction design. I have contributed to a teaching team as an assistant in a graduate level studio course.

### Instructor

Western Washington University  
2016-2017 and 2012-2013

As an instructor in the Department of Design, taught UX research, interaction, web, and motion design courses for senior to sophomore level design majors. Helped others grow and thrive through mentorship. Independently led courses while developing new curriculum.

### UX Designer

Bluetooth Special Interest Group  
2014-2016

Led a multi-year redesign of the company's regulatory tools and primary revenue source. Simplified a complex tangle of policy and process across multiple tools and shaped it into a cohesive and straightforward application to satisfy engineers and non-technical users alike. Led the UX effort from initial research to product strategy and through development. Conducted research workshops and testing with users across the world to discover user needs and develop a product strategy.

### UX / Interaction Designer

Microsoft  
2014 (contract)

Redesigned dated requisitioning tools for internal business products. Managed the priorities of multiple stakeholders and served as a liaison between UX and engineering teams. Produced development documentation for multi-platform applications.

### UX Designer

PitchBook Data  
2013 - 2014 (contract)

Designed big data search tools for a financial research firm. Contributed to mobile and desktop applications, ensuring a consistent experience across platforms.