

MATT IMUS

PRODUCT DESIGNER

matt@mattimus.net
(360) 303-4783
www.mattimus.net

EDUCATION

MASTER OF DESIGN

University of Washington — 2019

BACHELOR OF DESIGN

Western Washington University — 2009

WORK EXPERIENCE

VMWARE — *Product Designer III*

2020–present

- Research and strategy oriented design role for an enterprise business operations product.
- Influenced direction of the product by making generative research findings accessible to the team, creating buy-in for timely, well-focused product investment proposals.
- Led professional development activities for the product design team.

MEDBRIDGE — *Senior Product Designer*

2019–2020

- Drove design and research for a learning management system product line, from discovery through product strategy, UX design, and execution.
- Collaborated directly with C-level leadership, project management, and engineering to develop team processes, build trust, and advocate for the role of design.

UNIVERSITY OF WASHINGTON — *Graduate Student*

2017–2019

- Student in the two-year Master of Design program with a focus on interaction design and electives in education.
- Led graduate-level studio courses in design research, ideation, and problem definition.

WESTERN WASHINGTON UNIVERSITY — *Instructor*

2016–2017

- As an instructor in the Department of Design, taught UX research, interaction, web, and motion design, and accessibility courses for sophomore to senior level design majors.

2012–2013

- Independently led courses while developing new curriculum, iterating on lesson plans, and assessing outcomes.
- Mentored and supported students through projects in product design.

BLUETOOTH SPECIAL INTEREST GROUP — *UX Designer*

2014–2016

- Led the UX effort from initial research through product definition, development, and release.
- Redesigned the company's B2B product testing tools and primary revenue source, simplifying a complex tangle of policy and process across multiple tools.

MICROSOFT — *Interaction Designer (contract)*

2014

- Refreshed requisitioning tools for internal business products.
- Managed the priorities of multiple stakeholders and served as a liaison between UX and engineering teams.