**Matthew Hunter Richardson**

Atlanta, GA 30305 • (703) 282-2185 • uxrichardson@gmail.com • <https://www.linkedin.com/in/matt-richardson-84792a3a/> • [www.uxrichardson.com](http://www.uxrichardson.com)

**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 include:*

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

**Education**

*B.F.A. Interaction Design*, Graduation Year (2017), Savannah College of Art and Design, Atlanta, Ga

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.

*3D Animation Certificate*, Graduation Year (2015), Boston University (Center for Digital Imaging Arts), Washington, D.C.

Took classes based on 3D modeling, scene rendering, scene lighting, texture mapping, rigging, and animation.

**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 library of the application’s components. The library 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 high-fidelity kiosk UI screens by referencing a component library and ensuring the designs align 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.