

MATTHEW MITCHELL

UX Designer and Developer

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PROFILE

My Philosophy on Product Design:

Software should behave as a courteous person by facilitating the goals of the users without distracting them with unhelpful information, criticism, or irrelevant features.

SKILLS

I am comfortable taking software solutions from concept to deployment while balancing the interests of the stakeholders, users, development team, and management

Skills and Techniques:

- Stakeholder & user interviews
- Focus Groups
- User Personas
- User Journeys
- Contextual Inquiry
- Wireframing & Mockups
- Agile Methodology
- Surveys
- Card Sorting and Tree Testing
- Usability Testing
- Heuristic Analysis
- Task Analysis
- UML documentation
- Web service and IoT solutions

Software in my toolbox:

- Adobe Illustrator
- Adobe Photoshop
- Balsamiq Mockups
- Thingworx low-code solution
- SQL Server Management Studio

Programming Languages:

HTML, CSS, Javascript, SQL, Java, C++, C, Python, Perl, Visual Basic

WORK EXPERIENCE

2013—2015

RED-INC, LLC *Junior Human Systems Specialist*

Performed Task Analysis on F-18 mission scenarios to measure cognitive load, usability, and situational awareness improvements of software upgrades.

Supported development of the MFOQA Debriefing software through heuristic analysis, usability testing, and requirement verification.

Consulted the RQ-21A Unmanned Air Vehicle Platform on usability and safety.

2016—2021

Bosch Rexroth Corporation **UX for Manufacturing**

Implemented Augmented Reality solution for guided assembly of valves using Light Guide Systems.

Worked as the primary UX researcher, UX designer, UX tester, and front end developer on a web application for guided warehouse picking operations.

Supported as the lead designer on web application for plant-wide guided assembly standard with Internet of Things (IoT) capabilities.

Lead in-house UX consulting workshops for departments that wanted to elicit software requirements for new projects.

Provided in-house UX training for associates looking to build interdisciplinary skills.

2021—2022

Exyn Technologies **Senior UX/Product Designer**

Lead on-site contextual inquiry of mining and government customers.

Conducted in-person and remote focus groups on customer goals and new feature feedback.

Performed a ground-up redesign of information architecture and UI of flagship software through iterative design reviews with subject matter experts.

EDUCATION

Lehigh University 2009—2013

B. A. in Cognitive Science

Minor in Computer Science