

Matthew Kitt

Senior UX/UI Product Designer

Portfolio: www.mattkitt.com



Summary of Qualifications

Senior UX/UI Product Designer with a passion for navigating fast-paced environments to deliver high-quality, user-centered designs. Adept at communication, leading teams and fostering collaboration across departments, ensuring that every voice is heard. Who expects critical critiques and is tactful in giving them. Recognized for driving projects from concept to completion with efficiency, clarity, and a focus on delivering impactful results and exceeding expectations.

Technical Skills

Skills:

Digital Product Design
UI/UX/CX Design
Visual Design
Information Architecture
User Research
Content Strategy
Storyboarding
Wire-framing
Prototypes
Mockups, Sketches
Design Systems
User Testing
Requirements Gathering
Data Visualization
Accessibility Design
Presentations
Leadership & Management
Marketing Design
Creative Direction
Art Direction
Digital Design
Print Design
Photography

Tech & Tools:

Figma
Sketch
Adobe XD
Lucid chart
Miro
Slack
Microsoft suite
Google Suite
confluence
Trello
Invision
HTML
CSS
Jira
Agile
Scrum
Adobe Illustrator
Adobe Photoshop
Adobe lightroom
ChatGTP

Professional Experience

Senior UI/UX Design Consultant

Sept 2019 – Present

Software Technology Group

UI/UX Design, Messaging Framework, Mock-ups, Sketches, Requirements Gathering, Visual Design Systems, Interactions, Information architecture Consultation, Mock-ups, Data Visualization and Onboarding experiences.

- Consulted for companies like Lucid Charts, Empowered HOA, the Church of Jesus Christ of Latter-day Saints and STG internal projects

Lead Senior UI/UX Designer

Sept 2017 – Present

Consultant for the Church of Jesus Christ of Latter-day Saints

UI/UX Design, Requirements Gathering, Visual Design, Design Systems, Information Architecture, User-Research, Content Strategy, Flow Charts, Libraries, Wireframes, Mock-ups, Prototypes, Team Leadership

- Managed and built visual design systems, components and style-guide continuity across multiple applications and teams.
- Facilitated direction of projects through producing artifacts to ask the right questions and get better answers
- Directed and managed other designers, team members and interns
- Created sketches, flow charts, site maps, interactions, wireframes, mock ups mood boards and prototypes.
- Presented design decisions to key stakeholders and communicating to and collaborating with development teams.
- Evaluated process, results and recommended changes.
- Test, validate user feedback and improve problems.
- Managing expectations and project timelines.

Education and Training

Associate of Applied Science, Visual Art & Design

Salt Lake Community College

UX Management: Strategy and Tactics

Interaction Design Foundation (IxDF)

VISUAL PERCEPTION AND DESIGN

Interaction Design Foundation (IxDF)

Human-Computer Interaction - HCI

Interaction Design Foundation (IxDF)

UX Mastery - Level 1

Software Technology Group Certification

Senior Web & UI/UX Designer

May 2012 – May 2017

ZAGG Inc.

Created sketches, wireframes, mock-ups, prototypes, and other design deliverables. Leading design vision and collaborating across teams to develop solutions for digital and web applications, managed designers and ensuring deadlines are met. Improving user experience, reducing bounce rates, and increasing SEO visibility, using testing, user feedback, and iteration. Managed design projects from concept to final product, including branding, marketing materials, websites, and mobile interfaces, while maintaining high standards and fostering team growth through training and coordination.

References available upon request