

# TYLER MATSUNAMI

## Product Designer

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## EXPERIENCE

**Product Designer** / [DemocracyLab](#) / Remote Jul 2022 - Present

- Enabling 120+ nonprofit leaders to visualize project metrics and organize 2,100 volunteer contributions by designing a project management tool (PMT).
- Optimizing the PMT by incorporating usability testing and research feedback over multiple iterations; coordinating the feature's handoff to engineers.
- Translating business objectives into tangible live site improvements by collaborating with a cross-functional team of engineers, PMs, and researchers.

**Product Designer** / [Code for SF - Compass](#) / Remote Nov 2022 - Present

- Streamlined the design process by 33% by establishing Compass' design system on Figma; ensured scalability in the project's visual design language and patterns.
- Conceptualizing artifacts spanning the entire end-to-end design process, including but not limited to: user flows, wireframes, mockups, and prototypes.
- Crafting responsive web/mobile experiences that reflect a deep understanding of user needs, as informed by synthesizing data collected in nine user interviews.

## ACADEMIC PROJECTS

**Product Designer** / [Sparkset](#) / UCI Senior Thesis Jan 2021 - Jun 2021

- Improved the usability score of Sparkset's customer relationship management (CRM) web app by 31% by remedying its usability issues.
- Led a successful redesign of the CRM in 8 weeks by spearheading the user research, usability testing, and prototyping phases of the project.
- Implemented the website using front-end languages such as HTML, CSS, and Vue.JS, and shipped the redesign using GIT.

**Product Designer** / Kaurids / UCI Project Course Sep 2020 - Dec 2020

- Increased a nonprofit's user base by 23% by conducting an 8-week redesign of the website, as measured by daily active user (DAU) rate.
- Conducted research and synthesized data from 26 survey responses and 6 interviews in order to inform information architecture changes.
- Communicated product strategy to multiple stakeholders at design review workshops and ideated solutions by utilizing user-centered design methods.

## EDUCATION

University of California,  
Irvine (UCI)  
B.S. Informatics  
Specialization in HCI

## SKILLS

Product Design  
UX/UI Design  
User Research  
Visual Design  
Design Systems  
Product Strategy  
User Flows  
Wireframing  
Prototyping  
Usability Testing

## TOOLS

Figma  
Figjam  
Adobe CS  
Trello  
HTML  
CSS  
Javascript  
React.js  
Vue.JS

## COURSES

Art of Visual Design  
by Elizabeth Lin  
Design Systems  
by Tim Sullivan