

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