

TYLER MATSUNAMI

Product Designer

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EXPERIENCE

Junior Product Designer / [battleface](#) / Remote Feb 2024 - Sep 2025

- Achieved a 30% reduction in partner onboarding time by shipping a data import feature, resulting in 8 new partnerships and \$250K in revenue within the first year of launch.
- Accelerated insurance product time to market by 66% and saved \$150K in annual engineering labor costs by leading the end-to-end design of a rules engine UI.
- Collaborated with a cross-functional team of 4 PMs, 2 designers, and 12 engineers to align product strategy with business goals, user needs, and technical constraints.

Product Designer / [Democracylab](#) / Part-time Jul 2022 - Feb 2024

- Empowered 120+ nonprofit leaders to visualize project metrics and organize 2,100 volunteer contributions by designing a project management tool (PMT).
- Optimized the PMT by incorporating usability testing and user research feedback over multiple design iterations; coordinated the feature's handoff to engineers.
- Partnered with stakeholders to align on design strategy, presenting rationale and facilitated workshops that shaped the final product direction.

VOLUNTEER

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 interaction patterns.
- Conceptualized artifacts spanning the entire end-to-end design process, including but not limited to: user flows, research synthesis docs, 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.

Product Designer / [Sparkset](#) / UC Irvine 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.

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
Info Architecture
Wireframing
Prototyping
Usability Testing

TOOLS

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