

# Tyler Matsunami

## Product Designer

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## Experience

Product Designer / [battleface](#) / Remote

Feb 2024 - Sep 2025

- Achieved a 34% 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.
- Optimized the data import tool by integrating research and usability testing feedback into prototype iterations. Partnered with engineers to ensure quality implementation.
- Reduced claims turnaround times by 40% by designing a customer-facing claims experience, streamlining the user experience and supporting the customer service team.
- Shipped a rules engine that automated complex, data-heavy workflows, saving \$150K in engineering costs; collaborated with PMs and engineers to define product strategy.
- Increased engineering velocity by contributing to the company's founding design system. Maintained consistency in its visual design language and component library.

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 B2B project management dashboard.
- Owned deliverables from the end-to-end design lifecycle. Synthesized user research insights into interview docs, user flows, wireframes, prototypes, and design specs.
- Drove stakeholder alignment by communicating design rationale; applied user-centered design principles to balance user needs, business goals, and technical feasibility.

## Volunteer

Product Designer / [Code for SF - Lifeline](#) / Remote

Nov 2022 - Present

- Decreased patient registration times by 26% by digitizing the medical documentation process; used systems thinking methods to simplify complex flows into elegant designs.
- Designed responsive mobile/web experiences for first responders; optimized information architecture to facilitate rapid access to patient health data.
- Utilized AI design tools (v0) to rapidly prototype and test 0→1 concepts, accelerating the transition from rough drafts to final designs.

## Education

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

## Skills

**Design Execution**  
Interaction Design  
Visual Design  
End-to-End Design  
Design Systems  
User Flows  
Wireframes  
Prototyping  
Iterative Design

### Strategy & Research

User Research  
Usability Testing  
Data-Driven Design  
Information Architecture

## Tools

Figma  
Cursor  
UserTesting  
Adobe CS  
Atlassian Suite  
HTML  
CSS  
Javascript  
React.js  
Vue.JS