

Tyler Matsunami

Product Designer

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Experience

Product Designer / [battleface](#) / Full-time

Feb 2024 - Sep 2025

- Achieved a 34% reduction in partner onboarding time by shipping a [data import tool](#), resulting in 8 new partnerships and \$250K in first-year revenue.
- Optimized the data import tool by integrating research and usability testing feedback into prototype iterations. Partnered with engineers to support implementation and QA efforts.
- Shipped a rules engine that automated complex, data-heavy workflows, saving \$150K in engineering costs; collaborated with PMs and engineers to define product strategy.
- Reduced claims turnaround times by 40% by designing a [customer-facing experience](#) that reduced friction and supported the customer service team.
- 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. Translated user research insights into user flows, wireframes, mockups, and high-fidelity prototypes.
- Drove stakeholder alignment by articulating design rationale; applied user-centered design principles to align user needs, business goals, and technical feasibility.

Volunteer

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

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.
- Adopted an AI-first design approach utilizing Figma Make and Claude to generate conceptual prototypes. Accelerated transition of responsive web and mobile interfaces 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
Design Systems
User Flows
Wireframes
Prototyping
AI-Driven Design

Strategy & Research

User Research
Usability Testing
Data-Driven Design
Information Architecture
End-to-End Design

Tools

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