# MATTHEW VICINI

#### SENIOR PRODUCT DESIGNER

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#### **EDUCATION**

MICHIGAN STATE UNIVERSITY
BA TELECOMMUNICATIONS

#### **SKILLS**

FIGMA

SKETCH

**PHOTOSHOP** 

WIREFRAMING

**PROTOTYPING** 

CHATGPT

**DESIGN SYSTEMS** 

VISUAL DESIGN

LOVABLE AI

## **CERTIFICATIONS**

GOOGLE - DATA FOUNDATIONS

SENIOR PRODUCT DESIGNER

#### Freelance Design Jan 2025 - Present

 Provided design solutions across industries, with a focus on dashboards, reporting tools, and product workflows for finance and real estate clients

SENIOR PRODUCT DESIGNER

# Measured (Remote) Mar 2023 - Sept 2024

- Led dashboard MVP from concept to launch, defining core features and user flows, boosting adoption 20%
- Rapidly prototyped 3 additional products in Figma, tackling complex workflows and enhancing usability across platforms
- Led multiple usability tests with customers, uncovering insights and pain points
- Built and maintained a scalable design system, improving design consistency
- Mentored junior designers during 2 summers, strengthening team collaboration

FOUNDING PRODUCT DESIGNER

#### Dials (Remote) Mar 2022 - Oct 2022

- Launched MVP with 10+ early-adopter HOAs, defining key features and onboarding flows, increasing sign-ups 20%
- · Built and maintained design system from scratch, ensuring scalability
- Conducted user interviews with HOA board members to identify pain points
- Iterated and refined complex user flows in Figma for end-to-end experiences

PRODUCT DESIGNER

## I'll Go Get It (Hybrid) Oct 2020 - Jan 2022

- Designed driver navigation app MVP, onboarding 40+ stores and 20+ drivers
- Managed 3 external development teams, coordinated cross-functional workflows, and mentored junior designers to elevate team performance
- Conducted user research sessions internally and externally

UI/UX DESIGNER

# PerBlue Entertainment Nov 2014 - Jul 2019

- Designed UI/UX for Disney Heroes: Battlemode (30M+ players)
- Designed UI/UX for Dragonsoul RPG (10M+ installs, acquired by GREE Intl.)

GRAPHIC DESIGNER

**S2 Games** Dec 2012 – Nov 2014

• Created UI assets for Heroes of Newearth, generating 700K+ installs at peak