

Matt Wujek

Product Designer

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Education

University of San Francisco

Class of 2014
Design, B.A

Skills & Expertise

Work

UX/UI Design
Rapid Prototyping
User Research
Agile Development

Tools

Adobe Creative Suite
Sketch
Framer Studio
HTML, CSS, JQuery + JS
Processing, D3.js, Paper.js

Experience

UI/UX Designer

Gap
June 2015 - Present

Primary Roles:

Visual / Web Design
User Research

As the lead designer across multiple applications, I am responsible for developing and maintaining modern user interfaces. I collaborate with several different departments to manage design tasks and stories, create user flows and wireframes, build web-based prototypes, and analyze user/team feedback. I also work closely with developers in an agile environment to implement and merge front-end enhancements to web applications.

Interaction Designer

Everlane
Feb 2015 - May 2015

Primary Roles:

Rapid Prototyping
Visual Design

I was hired as a contractor to assist the Everlane design team with their web presence. I worked on improving their current shopping experience and adding new features to their web product. I used modern prototyping tools like Sketch and Framer Studio to effectively communicate designed interactions to stakeholders such as designers, management, and engineers.

Freelance Designer

San Francisco
Summer 2012 - Feb 2015

Primary Roles:

Visual / Web Design
Web Development

I have worked with a variety of media to craft engaging products and experiences in traditional and digital formats. I collaborated with a wide range of clients from non-profits, entrepreneurs, start-ups, universities, to multi-national corporations.

Clients Include: Nike, PicnicHealth, IDL Worldwide, Clinkle, University of San Francisco, Quesada Gardens Initiative, Revolver Yoga, Inside River Art Studio, and Oakland AHC

Graphic Designer

USF - Graphics Center
Jan 2013 - May 2014

Primary Roles:

Graphic Design
Publication Design

A designer at the Graphic Center takes on projects from various student organizations at University of San Francisco. Due to the fast turnaround of on-campus events and activities, these jobs are always finished in a timely manner. I have designed unique apparel, posters, and other stationary for clubs and students groups on campus. I also redesigned the Graphics Center's website, focusing on usability and a responsive layout for multiple devices.

Graphic Design Intern

University of San Francisco
May 2013 - Sept 2013

Primary Roles:

Publication Design

In the summer of 2013, I was an Intern at the USF Publication Department at the Office of Communications & Marketing. I created and updated print and digital projects under the supervision of the creative director. I was immersed in an agency style environment where I had the opportunity to work alongside account managers, copywriters, and other designers. We developed