

# MATTHEW HERNANDEZ

## UX/UI DESIGNER & RESEARCHER

### WORK EXPERIENCE

#### UX/UI Design and Research Lead / Unscrolled

NOV 2022 — PRESENT (REMOTE)

Design a mobile game that allows teachers to make learning exciting for students. Conduct user research and testing, prototype high fidelity UI flows, improve and maintain style guide/color schemes. Present ideas, findings, and data to Design team, Product Managers, and Engineers in a fast-paced environment to iterate UI and UX designs. Advocate the importance of accessibility, heuristics, and visual designs to other teams which led to full support and growth of the UX Research team.

#### UX/UI Designer / Accountability - Contractor

MAY 2022 — SEPTEMBER 2022 (SAN JOSE, CA)

Design a social-media app that allows users to stay on track of creating healthy habits with their friends. Sketch and prototype wireframes for an original concept, conduct user interviews, and strategize user flow. Created a sense of brand identity by developing on-brand user interfaces, selecting color schemes, typography, icons, and imagery that enhance the user experience.

#### UX/UI Designer / Haiku Hawaiian BBQ - Contractor

DECEMBER 2021 — MARCH 2022 (SALINAS, CA)

Redesign a local Hawaiian BBQ restaurant's website to be responsive and more user friendly. Conduct usability tests and customer research to find current pain points. Develop a new system design, communicate with business owner and development team regularly.

#### Usability Tester / Google - Volunteer

NOVEMBER 2021 — JANUARY 2022 (MOUNTAIN VIEW, CA)

As a frequent usability volunteer for Google's UX Research program, I was able to gain an idea of how user research should be conducted. This allowed me to solidify my foundations of usability testing, UX research, interviews, and heuristic evaluations.

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### EDUCATION

#### San Jose State University

B.A. Behavioral Science  
Human Computer Interaction,  
GPA 3.32

#### Google - Coursera

UX Design Certificate

### SKILLS

Front-end Development  
Illustration  
Visual Design  
Prototyping  
User Research  
Journey Mapping  
Usability Testing  
Branding  
A/B Testing

### TOOLS

Figma  
Sketch  
Principle  
Illustrator  
InDesign  
Photoshop  
Invision  
Adobe XD  
JavaScript  
CSS