

Matthew Bush

Digital Product Designer

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EXPERIENCE

Tock Senior Product Designer

Feb 2020 – Present

Rapidly delivered multiple high impact products to empower the hospitality industry. Developed design solutions from aligning on business problems with stakeholders and leadership, to product strategy, through design execution and measuring performance. Generated prototypes of varied fidelity to drive iteration through the product development process. Established vision for team vertical that connected to north star company strategy. Collaborated closely with growing design team and design systems to ensure consistent high quality solutions that worked for the business and users.

Provi Director of Product & Design

July 2017 – January 2020

Directed and contributed to user experience, visual & interaction design, and display layer front-end for B2B software from product market fit to thousands of customers across multiple markets. Led product strategy, planning, and execution for suite of B2B products. Managed and directed growing product & design team across multiple product verticals. Collaborated closely with executive leadership and engineering to turn business objectives into solutions, measured impact, and included the voice of the customer along every step.

Trunk Club Product Designer & Engineer

October 2013 – July 2017

Designed and developed interfaces for both consumer and internal experiences. Collaborated closely with growing product, design, and engineering organization. Produced iOS and web applications using Swift, Objective-C, and HTML/CSS/JavaScript. Rapidly prototyped and tested product variations to drive experience decisions, and measure their impact.

Razorfish UX Designer

June 2013 – October 2013

Designed rich, data heavy, user centered web applications for Fortune 100 companies. Performed research and analysis to influence data-driven design decisions.

The State News Web Design Manager

May 2012 – May 2013

Designed and developed consumer and business facing web applications. Managed a team and projects for State News internal products and several other client projects from strategy through implementation.

RHS Marketing Communications Lead UX Designer

May 2011 – May 2012

Developed, tested, and reported heuristic UX evaluations for client products. Measured and reported on behavioral analytics to drive design decisions.

EDUCATION

Bachelor of Arts in Digital & Technical Writing • Design Specialization

Michigan State University 2013 • Cognates in design and telecommunications • Dean's List Fall 2010 – Spring 2013

SKILLS & BACKGROUND

UX

- User research
- Usability testing
- Information architecture
- Behavioral analytics

UI

- Interface design
- Motion & interaction design
- Prototyping
- Figma
- Adobe Photoshop
- Adobe Illustrator

PRODUCT

- Research & analysis
- Strategy & prioritization
- PRD writing
- Project & team management

ENG

- HTML
- CSS
- JavaScript
- Swift
- Git