

Matthew Lepage

Product Designer, Accessibility Specialist

mtylpg.github.io

Professional Experience

Senior Accessibility Designer, 2020 - Present

Senior Product Designer, 2015 - 2020 at 2U Inc.

I joined a four person UX team for an online education platform in 2015, working with the team as it rapidly grew and our products scaled. As the role of accessibility became larger in our product lifecycle, I specialized in the overlap between inclusive thinking and product design.

- Ran inclusive design workshops for design and development teams. Paired with designers and ran accessibility themed critiques across online education products.
- Contributed to content and governance strategy for design systems used across dozens of branded partner interfaces.
- Led a accessibility-first redesigns of our internal CMS for forms and marketing pages. Built journey maps understand product needs, made prototypes and ran user research, and paired with developers to see final designs to completion.
- Designed process checklists and workflows for design team members to include accessibility in their creative process, surfacing potential issues to stakeholders early.
- Worked product leaders to build our first end-to-end user journey documentation and facilitate a platform-wide VPAT.

User Experience Engineer, 2014-2015 at iQ License

Led design and front-end development as part of a three person development team for a B2B licensing startup.

Designed, prototyped, and built interfaces for brand portals.

Conducted in-person and remote user interviews with clients to better understand industry expectations and identify usability issues throughout our product.

Web App Developer, 2012 - 2013 at Next Jump Inc.

Designed and implemented shopping portals and help centers as a full-stack engineer. Worked with customer service and designers to address usability needs.

Skills and Competencies

Figma, Sketch, Adobe CC; Zeplin and Invision for hand-off & prototyping

Inclusive design, design systems, user research, and agile methodology

Python, HTML/CSS/JS; familiar with React and SQL

VoiceOver on Mac and iOS, TalkBack and NVDA

Volunteer Work

Indie Arcade Curation Dept. Head, MAGFest, 2019 - Present

Led alternative control curation for an annual arts festival, including game developer outreach, logistics, game selection, and festival PR.

Designed web and livestream assets for an online-only festival in 2021, as well as hosting developer interviews.

Local fundraising group for Extralife, Team Lead, 2015 - Present

Organized and produced annual charity livestreams with friends. Built libraries of livestream assets and web tools for donation tracking.

Education

Cornell University, Ithaca NY

Master of Professional Studies, Information Science, 2012

B.A., Psychology, Minor in Computer Science, 2011

Contact

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