

Matthew Lepage

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Objective

Interface designer interested in growing role of user experience in the tech sector. Looking for UX design roles in which a mixed background in psychology, human computer interaction, and product development can be utilized to design, and implement impactful user experiences.

Skills

- Tools: Adobe Suite, jQuery, SASS, Ember.js, Prototype, MongoDB, Git, Jekyll; Languages: Python, Javascript, HTML, CSS, PHP, SQL, Java; Limited experience with Sketch 3, Ruby on Rails, NLTK, D3, Weka, and Arduino
- Experience with static and interactive prototyping, heuristic evaluation user surveys and interviews, and eye tracking technologies

Work Experience**User Experience Developer, iQ License, February 2014 - Present**

- Lead design and front-end development of a B2B licensing platform for brand owners and licensees as an early member of a second stage startup.
- Iteratively designed, prototyped, and released new user flows.
- Designed and implemented UI for a SaaS CRM and client management suite.
- Contributed to a secure codebase built on Ember.js, MongoDB, and SASS, managed via Git and BitBucket.
- Conducted in-person and remote user interviews with current and potential clients, and monitored user activity analytics for our production site to identify usability issues throughout our product.
- Acted as main design liaison for the company, managing contract designers, designing company assets and promotional material, and coordinating client brand assets.
- Designed, implemented and executed email outreach campaigns to over 2,000 recipients.

Web Applications Developer at Next Jump Inc, August 2012 - November 2013

- Designed and implemented shopping portals for numerous onsite merchants as a full-stack engineer on a six person pod.
- Coordinated customer service and design teams to address user needs and rebuild our online help center.
- Redesigned, built and managed the Next Jump blog via Github Pages and Jekyll.
- Took on a leading role in organizing weekly in-office socials and occasional off-sites.

Research Assistant (Various Projects), Cornell University

- Goalometer: Built and tested a series of offline task management prototypes, running surveys and user interviews over a three month trial period of our system.
- Coauthor on Pensieve: Supporting Everyday Reminiscence, Proceedings of CHI 2010.
- OpenMessenger: Designed and implemented a C# chat client that used ambient computer activity and eye tracking to reduce the effects of digital interruptions.

Education**Cornell University, Ithaca NY, 2007-2012:**

- Master of Professional Studies, Information Science, May 2012
- B.A., Psychology, Minors in Computer Science and Information Science, May 2011