

# Matthew Lepage

Senior Product Designer, Accessibility Specialist

[mtylpg.github.io](https://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.
- Lead designer for full redesign of our online application process. Ran UX research with students and customer support teams to product needs, build prototypes, and paired with developers to see final designs to completion.
- Lead designer for multiple internal content management systems, which build both our marketing sites and application forms. Worked with internal teams to define product needs and improve internal efficiency.
- Contributed to and organized design systems used across dozens of branded partner interfaces.
- 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 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 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..

## 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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