# MATHEW ASTENGO

**UX/UI DESIGNER** 

## **SKILLS**

## **UX Skills**

User Research Methods
Information Architecture
Prototyping
Wireframing
Sitemaps
Personas
User Flows and Journeys
User Testing
Client Facing Presentations
Interaction Design Best Practices
Agile Design Process

# Software

Sketch
Adobe Illustrator
Adobe Photoshop
Adobe InDesign
GitHub Desktop
HTML5/CSS/Java for Web Prototypes
InVision App Prototyping
Axure Wireframing/Prototyping
Front End Development
Bootstrap
Microsoft Office

#### **EDUCATION**

University of California, Irvine DCE Irvine, California
May 2018

**User Experience & Interface Design** UX/UI Boot Camp Certificate

California State Long Beach Long Beach, California May 2014

**Industrial Design** 

Bachelor of Arts: Design

# **EXPERIENCE**

City National Bank

# **UX Designer**

Los Angeles, California October 2018-Present

- Identify and satisfy the users' and business needs and goals by working collaboratively with cross functional teams, business users and stakeholders.
- Take ownership of UX on projects and manage the creative process from briefing to final approval with business leaders
- Adhere to Business Requirement Documents and Company Style Guide/Design Pattern Library while creating complex design solutions
- Develop wire frames and mock up screens regularly using Sketch, Axure, Adobe Illustrator and Photoshop
- Use Axure to create high-fidelity, interactive prototypes and present them to business stakeholders for testing and approvals
- QA development team's work to ensure design and features are implemented as intended

Trilogy Education

# **UX Designer**

Freelance

August 2018-September 2018

- Recommended by UCI Boot Camp instructor to help develop a new web portal for the company's Career Services department
- Worked directly with the Director of Carer Services to understand the needs of the users and the business to create requirements
- Lead a design session to create the project outline and expectations and scope of the final product
- Develop UX/IA documentation including site maps and wire frames for presentation user testing
- Create high fidelity, interactive prototypes for presentations using Adobe Illustrator and InVision
- Designs were presented to CEO and approved by the business for funding and are in devlopment

### **REFERENCES**

## Erin Baldwin

AVP - Senior UX Designer Colleague at CNB Erin.baldwin@cnb.com 850-227-5292

## Michelle Leonard

Associate UX Director, RPA Former colleague at CNB mlhumm28@gmail.com

## **Paul Graham**

Senior Vice President of Commercial Lending Transformation Program PO at CNB Paul.graham@cnb.com

#### **Chris Becker**

Lead Curriculum Architect / Instructor UX Bootcamp Instructor cbecker@trilogyed.com 323-376-0523

# **EXPERIENCE** (continued)

Patton Design
Industrial Designer
Costa Mesa, California
Jan 2016-October 2018

- Interact with clients directly for requirements gatherings meetings and serve as the point of contact for the internal team for relaying information and customer feedback
- Present reports and design ideas to clients to explain ideas, strategies and tactics and justify how they achieve their goals with presentations created in Adobe InDesign
- Research new areas and fields to quickly become an expert in the clients product and market including competitor research, user interviews, and usability tests
- Use Adobe Illustrator to create graphics and UI elements and work closely with developers to implement designs to pixel perfection

Niconat Manufacturing **Design Engineer**Commerce, California

Aug 2014-Mar 2017

- Coordinate and direct projects, making detailed plans to accomplish goals and directing the manufacturing and design methods to meet the clients needs
- Act as the main point of contact for the client to disperse design goals to the internal engineering and manufacturing team
- Analyze the usability of existing designs and test the interactions to ensure the goals of the company were met by the final product
- Plan or direct the installation, testing, operation, maintenance, or repair of job sites to the customers and general contractors needs
- Quickly create prototypes to test design ideas and proof of concepts to present new ideas to client