

# MATHEW ASTENGO

UX/UI/INDUSTRIAL DESIGN

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## OBJECTIVE

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My goal is to enter a career where I can focus on the part of the design process I love the most by moving to a full-time user experience role.

## EDUCATION

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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

## SKILLS

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### UX Methods

User Research  
Information Architecture  
Prototyping  
Wireframing  
Personas  
User Flows and Journeys  
User Testing  
Client Facing Presentations

### Software

Sketch  
Adobe Illustrator  
Adobe Photoshop  
Adobe Indesign  
Visual Studio Code  
GitHub Desktop  
HTML5/CSS/Java for Web Prototypes  
InVision App Prototyping

## EXPERIENCE

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Patton Design  
**Industrial Designer**  
Costa Mesa, California  
Jan 2016-Present

- Interact with clients directly to review the needs of their projects 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 to achieve their goals
- Research new areas and fields to quickly become an expert in the clients product and market
- Work closely with design and engineering teams to develop the most optimal solutions
- Constantly keep updated with design trends, new developments in production methods and technology including learning new design tools and programs

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
- 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 clients