

Matt Richards
UX & Visual Design Portfolio

2016 - 2023



Administrator-facing product

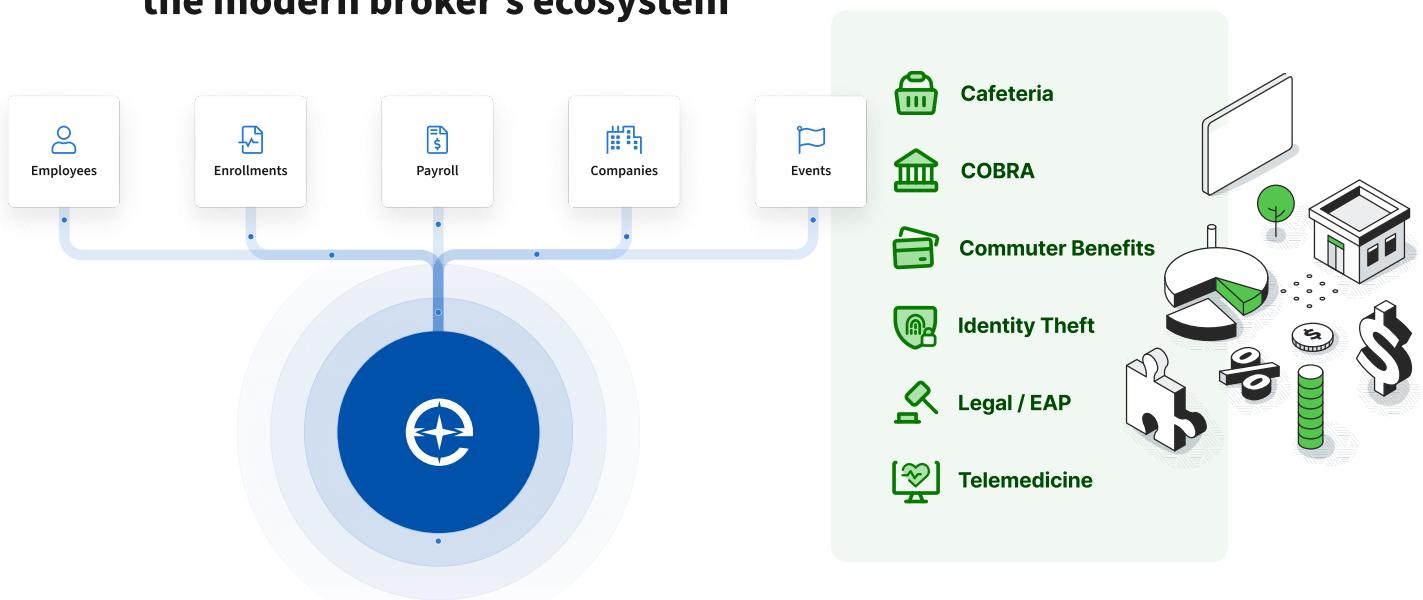
Employee Navigator's flagship product, which allows small businesses and brokers to manage benefits. Built new theme & resolved 100+ UX/UI issues over a 3 month epic.

Employee Navigator product screenshot

The screenshot shows the Paylocity QA: Integrated Payroll page. On the left, there's a sidebar with sections like Integration (Overview, Transmissions), Setup (Demographic Audit, Deduction Audit, Setup Guide), and Manage subscription (Integration Details, Contact Info, History). The main area displays a deduction audit for Paylocity QA (Subscriber Group 1: S2238, Live). It includes tabs for Code Discrepancies (10), Amount Discrepancies (8), In Sync (5), and Non-Applicable (4). A table lists discrepancies with columns for Missing from Payroll (Type: Deduction Code, Employer Code), Action (View Payroll Groups), Missing from EN (Type: Deduction Code, Employer Code), Discrepancies (Count), and Type. Buttons at the bottom include 'Send to Non-Applicable' and '3 selected'.

Marketing design

Employee Navigator is the centerpiece of the modern broker's ecosystem





Employee-facing product

Employee Navigator's employee enrollment software, which is maintained as a separate product. Built new theme & resolved 120+ UX/UI issues over a 2 month epic.

Contact HR Matthew Richards

My Employer, LLC

Home Profile Benefits Required Tasks Resources Time Off

Welcome back Matt, what are you looking for today?

New Hire Enrollment
24 days to complete

Open Enrollment
4 days to complete

View Profile

Document Library

Enrollment Summary

Life Events

Total Compensation Statement

My Time Off

Hours Taken
0 hours Hours Remaining
151.59 hours

No upcoming time off

Request Time Off

Compliance Documents

- [401k Participant Fee Disclosure](#)
December 29, 2019
- [2023 BlueChoice Benefits Summary, Medical & Dental](#)
January 1, 2023
- [2022 BlueChoice Benefits Summary](#)
November 8, 2011
- [Vision Retail Chains Listing](#)
November 25, 2021

Quick Links

[Web MD](#)
[The Mayo Clinic](#)
[National Institute Of Health](#)

Contacts

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News & Articles

Benefits are important to you!
November 8, 2021

Teal.50
#F0F8FB

Teal.75
#E4F4FA

Teal.100
#D7EDF3

Teal.200
#C9E8E6

Teal.400
#4DA0C0

Teal.500
#2E8099

Teal.600
#2D6F83

Teal.900
#16292E

Teal.50
#F0F8FB

Teal.75
#E4F4FA

Teal.100
#D7EDF3

Teal.200
#C9E8E6

Teal.400
#4DA0C0

Teal.500
#2E8099

Teal.600
#2D6F83

Teal.900
#16292E

Play

Pause

Next

Previous



Design system

Created 30+ components, introduced design tokens, and implemented multiple themes for different products.

SECTION ONE

- Default Link Item
- Really Super Duper Extra Long Link Item
- Disabled Item
- Active Item**

BETA SECTION beta

- Alpha Item alpha
- Beta Item beta
- Disabled Item alpha

Section One

- Default Link Item
- Really Super Duper Extra Long Link Item
- Disabled Item
- Active Item**

Beta section beta

- Alpha Item alpha
- Beta Item beta
- Disabled Item alpha

Theme 2

- Default Link Item
- Link item with a really long name that wraps
- Disabled
- Default Link Item**

Theme 2

- Default Link Item

Primary Secondary

Primary Secondary 5

Home Profile Messages 5 Disabled

Home > Library > Library

Home > Library > Library

Headline 3 Primary

Headline 4

Headline 5

Primary Secondary Success Info Warning Danger

⚠ Attention Primary text Secondary text

⚠ Attention Primary text Secondary text

✉ Save successful Primary text Secondary text

⚠ Attention Primary text Secondary text

⚠ Attention Primary text Secondary text

⚠ Attention Primary text Secondary text

Guardian (No props)

Guardian (Counter Prop = true) 5

Guardian (Hover) 5

✉ 🏡 **Guardian (All Props)** 5



Brivo Access

Brivo's flagship software for on-site security and access control. Created new, responsive theme from scratch. Supports light & dark mode. All components reference the design system, Brivo One.

Introduced Brivo's first fully responsive layout, with an intuitive and modern approach.

Reworked our navigation structure with user testing, in close collaboration with the product team

Event Tracker

Event Log				
Sites	All sites	Device	All devices	
Timestamp		Event	User	Site
12:25:36 PM 04/06/2020		Valid access event	Chris Jacobs Creative Director	New York Office
12:21:19 PM 04/06/2020		Panel communication failure		New York Office
12:25:36 PM 04/06/2020		Valid access event	Chris Jacobs Creative Director	New York Office
12:21:19 PM 04/06/2020		Panel communication failure		New York Office
12:21:04 PM 04/06/2020		Valid access event	Chris Jacobs Creative Director	San Francisco Office
12:20:50 PM 04/06/2020		Valid access event	Tabitha James Software Engineer	San Francisco Office
12:11:19 PM 04/06/2020		Panel communication failure		New York Office
12:10:19 PM 04/06/2020		Panel communication failure		New York Office
12:09:19 PM 04/06/2020		Panel communication failure		New York Office

Device	All devices	Status	All statuses	Show More
User	Site	Device		
Chris Jacobs Creative Director	New York Office	frontdoor_lock	New	
	New York Office	acs6000_panel_5	New	
Chris Jacobs Creative Director	New York Office	frontdoor_lock	New	
	New York Office	acs6000_panel_5	New	
Chris Jacobs Creative Director	San Francisco Office	sf_main_entrance	New	
Tabitha James Software Engineer	San Francisco Office	sf_main_entrance	Clear	
	New York Office	acs6000_panel_5	New	

Created a complete table, filter, and bulk actions pattern library. Informed by research insights

Introduced and managed the icon library. Added duotone and multicolor support

Introduced semantic-driven colors, via the design system



Brivo Mobile Pass

Brivo's consumer app, Brivo Mobile Pass, allows employees & registered guests to unlock doors they have access to. I created the UX, UI, and built the design system for this app.

The image displays six screenshots of the Brivo Mobile Pass app, arranged in a grid-like layout, illustrating various features and screens of the mobile application.

- Top Left:** "My Mobile Passes" screen showing three passes for "George Newuserton" (Brivo Account Name), "George Newuserton III" (Gym Account), and "George Newuserton" (Smart Home). A message indicates "Your invite has expired" and "Mobile Pass requires a valid invitation. Please ask your Brivo administrator to resend your invitation."
- Top Middle:** "Welcome back to Brivo Mobile Pass" screen with the Brivo logo and a large blue "Magic Button" icon. Below it is a "Scan for nearest door" button and a "Favorites & Recently Used" section.
- Top Right:** "Search all doors" screen showing a list of doors categorized by level. Examples include "Above-Ground Parking" (Brivo Bethesda), "Basement Entrance" (Storage Company, Inc.), "Front Office Door" (Brivo Bethesda), and "My Apartment" (899 Vandalla).
- Bottom Left:** "Tutorial" screen titled "This door supports Magic Button." It shows a list of doors: "EXAMPLE DOOR" (Your Office) with a lightning bolt icon, and another door with a lightning bolt icon. A note states: "Doors with the ⚡ icon will open automatically when you press on Magic Button." A "Skip Tutorial" button is at the top right.
- Bottom Middle:** "Door Details" screen for "EXAMPLE DOOR" (Your Office). It shows the door's name, location, and status (locked). Below are buttons for "Edit Name", "Add to Favorites", "Add as Siri Shortcut", "Hide Door", and "Close".
- Bottom Right:** "Door Details" screen for "Ground Level" (Brivo Bethesda). It shows the door's name, location, and status (locked). Below are buttons for "Edit Name", "Add to Favorites", "Add as Siri Shortcut", "Hide Door", and "Close".



Brivo One

Our multi-platform design system supported multiple apps in varying technologies: React, HTML/CSS, and natively built for iOS and Android. Our connected patterns & foundations allowed a cohesive UI across products.

The screenshot displays the Material Design UI Kit Figma file, specifically the 'Button' component section. It includes:

- Standard Button**: A large blue button labeled "Example Button".
- Size Variations**: Three variations: Small (width: 120px), Default (width: 160px), and Large (width: 240px). Each variation includes styling details like font-size, padding, and border-radius.
- Theme Variations**: Primary, Secondary, Tertiary, Yellow, and Red buttons.
- Icon Button**: Buttons featuring icons like a square, a circle with a dot, and a circle.
- Border Radius**: A callout box notes that all buttons have a 4px border radius.
- Font Size**: Notes that the default size is 14px, while the standard button uses 16px font size.
- Font Weight**: All buttons use the default sans-serif font weight.
- Color Variations**: A callout box states that the primary color is #0070C0, while secondary and tertiary colors are lighter shades.
- Text Variations**: A callout box notes that text color is black for primary buttons and grey for secondary and tertiary buttons.
- Keyboard Access Layout**: A diagram showing the keyboard navigation flow between a Section Title, Section Navigation Block, Content Block, and Side Nav.
- Typography**: A section showing the use of IBM Plex Sans font across various components like Section Title, Content Block, and Side Nav.

Foundation Colors

Blue (Primary)

Blue	Blue-000	Blue-100	Blue-200	Blue-300	Blue-400	Blue-500	Blue-600	Blue-700	Blue-800	Blue-900	Blue-950	Blue-990
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Blue is our single primary color. Blue UI connects to our services. This is the default service, which is highly recommended, represents the Blue brand most strongly, and is to be used in almost all cases.

Blue (Alternative)

Blue	Blue-400	Blue-500	Blue-600	Blue-700	Blue-800	Blue-900
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Used for standard icons & text. Features represent contrast & readability to pass WCAG guidelines.

Green

Green	Green-400	Green-500	Green-600	Green-700	Green-800	Green-900
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Used for success states, online status, active users.

Yellow

Yellow	Yellow-400	Yellow-500	Yellow-600	Yellow-700	Yellow-800	Yellow-900
--------	------------	------------	------------	------------	------------	------------

Used for warning events & status, suspended users can be used as a secondary color as needed.

Orange

Orange	Orange-400	Orange-500	Orange-600	Orange-700	Orange-800	Orange-900
--------	------------	------------	------------	------------	------------	------------

Used for critical events

Red

Red	Red-400	Red-500	Red-600	Red-700	Red-800	Red-900
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Used for notifications and delete actions.

Neutrals (Grey)

Neutral	Neutral-100	Neutral-200	Neutral-300	Neutral-400	Neutral-500	Neutral-600	Neutral-700	Neutral-800	Neutral-900	Neutral-950	Neutral-990
---------	-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------

Example usage

Example Text

Text & icon using Blue-400
Text & icon using Red-400
Text & icon using Neutral-400

Example Text

Text & icon using Blue-400
Text & icon using Red-400
Text & icon using Neutral-400

Component Modal

Account settings

Brave Access has added some new features. Would you like to review them?

Buttons

- Save changes (Primary)
- Cancel
- Logout

Buttons

Would you like to review them?

Buttons

Logout

Background grey 1000 at 80% opacity

Theme Variations

Create user

Would you like to create a new user?

Suspend user

Are you sure?

Delete user

Are you sure?

Default
Used for most modes, very default look.

Yellow
Used for warning or suspend actions.

Red
Used for deleting, unassociating, or other serious actions.

Device Models

1st Floor Panel

July 20, 2023 at 1:15 PM ET
Model: ACS-6000
Serial: 7123
4230-5233-APED
Type: Panel
Wind: 15m/s

Main Entrance Camera 1

July 20, 2023 at 1:15 PM ET
Model: ACS-6000
Serial: 7123
4230-5233-APED
Type: Camera
Door Name: Located

Side Door

July 20, 2023 at 1:15 PM ET
Model: ACS-6000
Serial: 7123
4230-5233-APED
Type: Panel
Wind: 15m/s

Panel Model

Schedule

24/7 Access
After Hours Only
Card Required
Two Factor
Add Schedule

Component

Forms & Inputs

Form Fields

- Text Box: The default input is a single-line text box. All forms & inputs use the regular "Text" weight.
- Border Radio: All radio buttons use the default "Text" border radius.

Base Input Component

Input Variations

Work Phone

Dropdown

Datapicker

Timestamp

Input States

Default
Bethesda Employees

Hover
Bethesda Employees

Focus
Bethesda Employees

Error
Bethesda Employees

Disabled
Bethesda Employees

Read Only
Bethesda Employees

Checkbox & Radio Button

Select

None

Radio

Selected

Small Version



Reach

A partnership between the largest consumer stats website (Dotabuff) and the largest esports tournament organization (ESL) to provide an exclusive league where Dota 2 players competed for \$240k+ in prizes.

We created an full league system with a leaderboard, a tier system, real-time (in-browser) queue system, report system, and more. I led the design effort, crafting a vision with constant user feedback.

The screenshot shows a player profile for "mattc0m" on Dotabuff. At the top, there's a navigation bar with "HOME", "LEADERBOARD", and "MATCHES". The main header features the Dotabuff logo and the player's tier information: "S TIER #20". Below the header, there are social media links for YouTube, Twitter, and Instagram, all pointing to "mattc0m". A "PLAY NOW" button is prominently displayed.

The profile section includes a "Member since" badge with a "5" and the player's name "mattc0m". It also shows the player's current division: "Arc Warden's Defenders" and rank: "#20". Below this, there are tabs for "Overview" (which is selected), "Builds", and "Hero Summary". The "Hero Summary" tab displays statistics for five heroes: Phantom Assassin, Chen, Lifestealer, Necrophos, and Spiritbreaker, along with their winrate and KDA.

On the right side of the profile, there are sections for "Active Reach Subscriber", "Edit Profile", and "DOTABUFF PROFILE". Below these, the "Career Highlights" section shows achievements like "Pinnacle" (Season 1 Rank), "14" (Best Winstreak), and "425" (Games on Reach). There's also a link to "View all career highlights".

At the bottom of the profile, there's a "Recent Matches" section showing five recent wins, each with a thumbnail, score (33-26), duration (39:25), and timestamp (3 hours ago). There's also a "VIEW ALL" button. To the right of this, there's an "About" section with a bio, age (31 years old), location (Morgantown, WV), and a note about playing Position 1 and Position 2. Finally, there's a "Status" section indicating the player is "Looking for Team" and seeking Core & Carry positions.



Style guides

TrackDota

Logo

TrackDota



TrackDota Style Guide

Typography

Hello, world.

Team Bio

After Natus Vincere and Fnatic both underperformed at The International 2014, two key members of the two organizations, Kuroky and NOTaL, respectively, had an idea for a team that was run by the players, not beholden to any esports organization.

The International

Fnatic 15 | 15 VP 🏆



Color

Brand & UI Color



Data & Visualization Color



These style guides served as the foundation for our design system

Reach

1 LOGO



Logomark

R E A C H

Logo Text



Logomark (Single Tone)

R E A C H

Logo Text (Single Tone)

2 TYPOGRAPHY

Industry

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn
Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz

Used for large headlines, marketing materials, and landing page.

Manrope

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn
Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz

Used as the primary body font and UI font.

3 COLORS



Teal
#1CEDDC
28 237 220

Pink
#EB2C79
235 44 121

Can be used to signify Radiant.



Yellow
#DEBD39
28 237 220

Used as a highlight color.

Grey 90 #1C2026	Primary background color
Grey 80 #272C35	Secondary background color
Grey 70 #333945	Primary border color
Grey 60 #424A57	
Grey 50 #57606F	
Grey 40 #6B7482	
Grey 30 #959EA0	
Grey 20 #B9C1C8	
Grey 10 #D2D4E8	
Off-white #E0F4F9	



Branding & photography

I ran several branding workshops with executives to handcraft a unique brand to stand apart in the highly competitive gaming advertising space. As a startup, I was also the *official photographer*.

Logo



Typography

Headline

Aa

Brandon Grotesque

Body

Aa

Europa

Colors

Primary Colors



Illustrations, icons, and backgrounds



Gradients



Iconography & Illustrations

Illustrations Assets / outlined illustrations



We're building the next generation of products for games.

We love building products for games. We are the leaders of bringing data-focused solutions to our products.

Brandon Grotesque has a friendly, welcoming style that feels conversational and approachable.

Europa is slightly less condensed, has better readability, and feels like a more natural sans serif, making it a perfect pairing.



Connect

Game-centric API



Engage

Advertising Network



Insight

Business Data Analytics



Connect

Game-centric API



Engage

Advertising Network

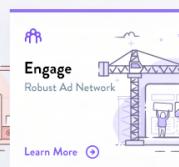


Insight

Business Data Analytics



Learn More

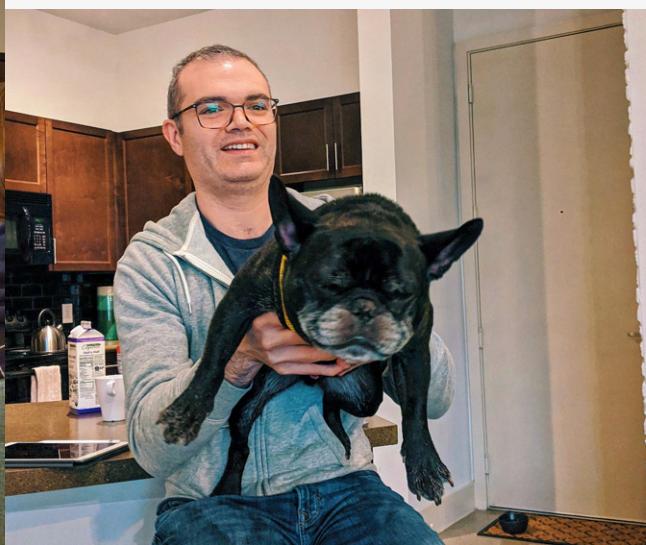


Learn More



Learn More

I helped organize design discussions, designed presentations, and worked closely with the founding team to create collaborative onsites. Also: befriended the CTO's dog.



Shadow

I co-founded a data analytics tool for esports teams (think: Money Ball for games) with fellow esports guru Chris Schetter. In 2016, DOJO MADNESS acquired our product, which we continued to manage & develop until 2019.

Timeline

2016



First wireframe

Created CSGO Pro Tools
Chris & I created a standalone tool for analyzing Counter-Strike matches



Acquired by Dojo Madness
Our product was acquired and we rebranded as Shadow

2017



Launched Dota 2 product
New design & product market



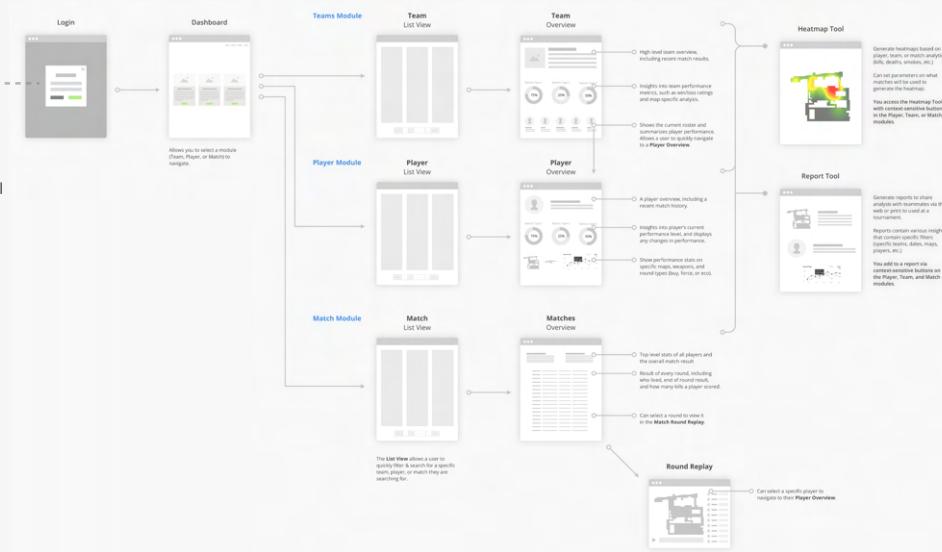
Launched League of Legends product
New design & product market

2018

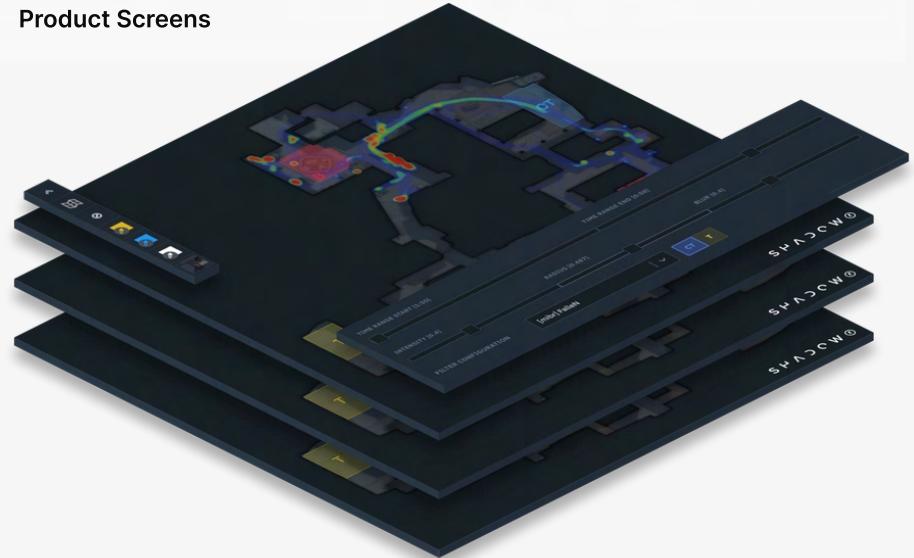


Launched Broadcast product
New design & sales vertical

Initial Pitch



Product Screens



Notable Clients



Launched Shadow v4

New report tool, new 3D visualizations, updated design



Shadow 2016 - 2019

S H A D O W

Shadow



CSGO Product



Dota 2 Product



League of Legends Product



Broadcast Product



Product design

v1

The v1 product design includes:

- Dashboard:** Shows a map of game locations with markers for various teams.
- Match View:** Displays a detailed match history and player statistics for a specific match.
- Player View:** Shows a quickstart section with recent matches and tools for managing players and teams.
- Team View:** Provides a detailed view of team statistics and recent matches.
- Recent Matches:** A summary of the last 12 matches played on the platform.
- Recent Events:** A summary of the last 44 matches, including a link to the ESL One Cologne 2017 tournament.
- Recent Player:** Shows a summary of the last 44 matches for a specific player.
- Recent Statistics:** A summary of average damage, kills, and other metrics over the last 14 days.
- Recent Matches (Right):** A list of recent matches with thumbnails and details.

v2

The v2 product design includes:

- Scouting Report:** A detailed report for the November Report, showing positional heatmap, round replays, and team statistics.
- Report View:** A summary of the November Report with links to its components.
- Report Creator:** A tool for creating reports, allowing users to add tags, mentions, and notes to specific views.
- Report Overview:** A summary of the November Report with links to its components.
- Report Viewer:** A tool for viewing and interacting with the November Report.
- Scouting Reports:** A collection of scouting reports for various matches, including Team Positional Heatmap, Round Replays, and Round Drafts.
- Current Meta:** A summary of the most picked heroes and least picked heroes.
- Similar Drafts:** A comparison of similar drafts from different matches.
- Tools:** Includes sections for Overview, Report Overview, Report View, and Report Creator.

Design system

Created a multi-product design system which we served as a git repo to serve as the frontend foundation. I developed and maintained this library with the help of a designer and frontend developer.

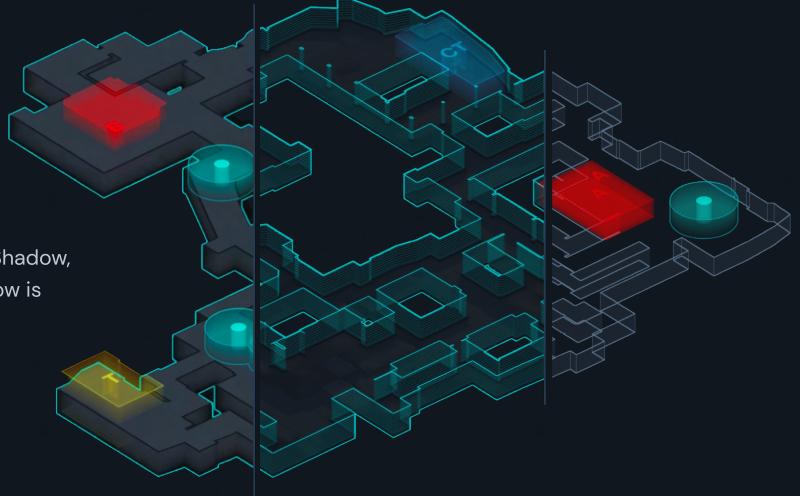
The image shows a comprehensive screenshot of the Shadow design system, illustrating its visual style and component library. Key features include:

- Standard Table:** Displays data for the Radiant and Dire teams across various time intervals (10-15, 20-25, 25-30, 35-40 minutes). The Radiant team generally outperforms the Dire team in terms of kills per round.
- Hover States:** Shows how UI elements like tables and buttons change when the mouse hovers over them.
- Tag Management:** A section for managing tags, showing a new tag 'This is a new tag' and existing tags '99 Tag' and '00 Tag'.
- Match History:** A table listing recent matches between fnatic, Astralis, and Virtus.pro against cloud9, along with their results and tournament details.
- Performance Metrics:** A grid of cards showing average damage and kills per round for both teams, with detailed breakdowns for ADR and KDR.
- Comparison Cards:** Two sets of cards comparing Average Damage per Round (98.1 vs 1.05) and Average Kills per Round (1.05 vs 1.05), with growth/decay percentages.
- Buttons:** Various button components in different states (normal, hover, active, disabled).
- Tab Navigation:** Examples of tabbed interfaces with three tabs labeled Tab 1, Tab 2, and Tab 3.

Marketing & branding

Prepare like champions. Perform like champions.

Enter every match with an advantage. That's the power of Shadow, the most complete esports analytics tool. Learn why Shadow is the essential tool for the best coaches in esports.

[Get in touch](#)


NEW & IMPROVED SCOUTING REPORTS

SHADOW
Get ready for new features in 2018 & beyond

NEW UI, MORE MATCHES, TEAM LOGOS, & MORE

ALL-NEW ROUND TIMELINES

I also designed a lot of basemaps.

Thanks for viewing

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Lead Product Designer
UX Design +
Visual Design +
Design Ops +
Team Lead