# matthewia/**info**

I’m Matthew Alicea, a multidisciplinary designer with a B.S. in Computer Science from Appalachian State University. I create digital interfaces and user experiences.

matthewia/**tags**

* Graphic
* Print
* User Interface (UI, iD)
* Programming (Code)
* WIP

# ~~matthewia/~~**~~projects/1~~**

~~Name: OS1 Brochure (stylized OS~~~~1~~~~)~~

~~Tags: Graphic, Print~~

~~Year: 2015~~

~~Info: Inspired by Spike Jonze’s film~~ *~~Her~~*~~, I created a mock informational brochure documenting the fictional operating system, OS One (OS~~~~1~~~~), for a print course. As I designed the document and wrote the copy, I developed a design language based off the few short clips of the UI in the film. This project was the final product of a culmination of small personal projects related to~~ *~~Her~~*~~, as well as the starting point of my interest in print design.~~

# matthewia/**projects/2**

Name: Spectra

Year: 2016–Present

Tags: User Interface, Programming, WIP

Info: Spectra is a search engine that visualizes ideas in a way that popular search engines do not. With Spectra, you search the web for ideas and concepts. This is a search engine for knowledge; not just for websites, or images, but for exploring entire systems of thought. I’ve worked on Spectra for over 2 years with a designer, Matthew Gluf, slowly conceptualizing and iterating.   
  
For my senior capstone, I developed an early version of Spectra.

Media: 1) 2016 – the birth of the idea, and early conceptualization

2) 2017 – developing a design language and more conceptualizing  
3) 2018 – refining the design language, first build (spectra-cp), embed demo video

4) 2019 – ??? [maybe some fun interaction with the question marks]

Copy: 1) From the beginning, we knew we wanted the interface to feel like a *space* to explore. Thus, we also needed to think about organizing that space in an intuitive way.

2) Iterate. Iterate. Iterate.

We took a step back from creating any more UI views to establish a design language.

Then, we began designing the views core to the experience as a whole.

3) Refine and build the base camp.

# matthewia/**projects/3**

Name: ChaseUI

Year: 2018

Tags: User Interface, Programming

Info: For Team Sunergy, Appalachian State University’s Solar Vehicle Team, I designed and developed a telemetry dashboard interface for race strategy.

Media: 1) Process/Mockups, 2) Short clip/video demo

matthewia/**projects/4**

Name: DashUI

Year: 2018

Tags: User Interface

Info: For Team Sunergy, Appalachian State University’s Solar Vehicle Team, I designed a digital dashboard interface for their vehicle.

Media: 1) Mockups, 2) Short clip/video of navigation

matthewia/**projects/5**

Name: ProLo Systems

Year: 2017

Tags: User Interface, Programming

Info: For the final project in my client-side web programming course, my group and I created a prototype business management tool to help keep track of property declarations for taxes. I designed the UI and worked collaboratively to program the application.

Media: 1) mockups, 2) short demo video/clip of the “working” site

matthewia/**projects/6**

Name: Doris Goedeke Scholarship Foundation Website

Year: 2013-2018

Tags: User Interface, Programming

Info: I worked with the Doris Goedeke Scholarship Foundation (DGSF) founders for 5 years, as a web designer and to maintain the website. It began as the first website I had ever built. In my final two years working with DGSF, I began developing a redesign to utilize new skills and web development practices I’ve learned more recently.

Media: 1) Old / New comparison maybe 2013 -> 2017 -> 2018, 2) complementary documents

# matthewia/**resume**