

Matthew Incardona

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Summary

Matthew Incardona is an entrepreneur, UX/UI designer, and developer with a recent degree in Human-Centered Computing. He is a self-starter who is comfortable creating projects from scratch. Matthew is personable and enjoys learning through networking and attending conferences. He is currently a freelance web designer and is working as an event moderator for Smashing Magazine. Matthew is based on Long Island and is looking for a full-time position in NYC.

Skills

- **UI/Dev:** Designing and developing for web and mobile (responsive websites, Android, and iOS), React, Kotlin, Swift, Flutter, working with SwiftUI and Material Design
- **Figma:** Working with design systems, using auto-layout and grid, creating high and low fidelity prototypes and wireframes, mapping user journeys, designing for accessibility
- **Soft Skills:** Excellent communicator and people person, experienced in stakeholder management, strong project management and presentation skills, strong cross-functional collaboration

Experience

DouxDolci Web Design

Freelance Web Designer

Jul 2024 - Present

Stony Brook, NY

- Design and launch custom websites for dozens of local businesses and nonprofits, with a focus on clean visual design and user-centered decision making through iterative feedback and testing.
- Lead complete design process in Figma from user research and wireframes to high-fidelity prototypes, with strong attention to layout, typography, visual hierarchy, and user experience.

CADTech

Junior Systems Administrator and Student Manager

Feb 2022 - Dec 2024

Rochester, NY

- Provided technical support to hundreds of students and faculty across multiple buildings and departments, working with a large, always changing variety of hardware and software.
- As a manager, supported the student IT support team and worked directly with senior staff to solve complex issues.

Peraton

UX/UI Designer - Intern

Jun 2023 - Sept 2023

Reston, VA

- Redesigned an internal knowledge base handling thousands of documents crucial for making contract proposals.
- Collaborated with project partners across departments to identify pain points and understand detailed requirements.
- Conducted interviews and pulled useful insights from them. Prototyped solutions in Figma and used iterative feedback to reach a best solution.

Open@RIT

UX/UI Dev Researcher - Intern

Jan 2023 - May 2023

Rochester, NY

- Designed and developed accessible, responsive websites for open source projects using Figma and PenPot.
- Focused on clear visual hierarchy, semantic structure, and optimized performance across all projects.

Projects

Second Desk - Entrepreneurship Project

- Designed and pitched an MVP for a browser-based remote desktop platform, aimed at giving students more control in how they use classroom software.

iSchool Peer Feedback Tool - Two-Semester Senior Capstone

- Worked as a PM and lead developer for an eight-person team building a tool for gathering academic feedback.
- Designed and developed the frontend and worked as a bridge between the design and development teams.

Education

Rochester Institute of Technology, Rochester, NY

December 2024

BS, Human-Centered Computing