Matt Soave
Interaction + User Experience Designer

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Summary

Seattle-based UX designer with cognitive science, HCI, and front-end development background. Primarily interested in high-level interactions. Seeking dynamic position at a company that recognizes value of thoughtful design.

Experience

User Experience Designer at UpTop (merger of Produxs & Peak Systems)   Aug 2012 – Present

- Delivering effective solutions and experiences by interfacing directly with clients and stakeholders to understand businesses, gather requirements, create and iterate wireframes and visual designs, and create precise specifications
- Emphasis on business intelligence applications, particularly for Microsoft Global Marketing Operations
- Designing experiences on OS and web platforms with clients spanning mid-market to enterprise

Associate Human Factors Engineer at Cubic Corporation   Jul 2011 – Mar 2012

- Designed and prototyped interface to visualize network traffic and attacks for cyber defense training
- Iteratively Designed and deployed interactive training for internal engineers to reduce IT support calls
- Researched and recommended UX software and processes for establishing first UX/HFE group at Cubic

Interaction Design Intern at Hewlett-Packard   Jun 2010 – Jun 2011

- Created and managed interaction design specification documents (application flowcharts, wireframes) for three consumer touchscreen printers
- Collaborated with UX researchers, developers, testers to define and reach design goals in agile environment
- Evaluated change requests and defects to make reconciliatory design decisions

Education

University of Washington   Sep 2013 – Jun 2015 (Expected)

M.S., Human Centered Design and Engineering

- Full-time coursework focusing on user-centered design principles and human-computer interaction

University of California, San Diego   Sep 2007 – Mar 2011

B.S., Cognitive Science with specialization in Human-Computer Interaction (GPA: 3.94 / 4.00)

- *Summa cum laude* (top 2% GPA)   • Phi Beta Kappa   • Provost's Honors for 11 of 11 quarters   • Regents Scholar
- User-centered design projects, including usability studies and quarter-long redesign of university podcast system
- Focus on human cognition and its implications on interface design

Skills

- User-centered design, including contextual interviews, persona and context scenario creation, interaction design, wireframing, paper and interactive prototyping, and usability analysis via heuristic evaluation
- Design software (including extensive use of Adobe Illustrator, as well as Photoshop, Fireworks, and Microsoft Visio) for information architecture, interaction flow diagrams, wireframes, visual designs, and specifications
- Web design, web development, and prototyping using HTML, JavaScript (including jQuery/jQuery UI), CSS (including LESS), PHP, and MySQL
- Working with user experience researchers and developers to communicate and achieve design goals