Matt Bass
UX/UI DESIGNER

COLLABORATOR | STORYTELLER | CREATOR | TINKERER | CURATOR

Bridging design with an entertainment career spent creating quality, branded storytelling. Passionate about engaging an audience with thoughtful content.

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recent projects

Village

IOS Based school communication app for parents and teachers, to create a stronger community

Created In Sketch   http://bit.ly/village-ios-app

Taster

A responsive web application designed to create, store and share content related to alcohol tasting, with a focus on a user controlled network

Created In Figma   bit.ly/final-taster

experience

Chemical Imbalance Management   2011 – Present
LITERARY MANAGER & PRODUCER

Represent writers and directors, strategically placing them in the marketplace. Help clients fully develop idea before/after partnering them with talent and taking material to market. Negotiated deals for clients alongside lawyers.

HBO Films   2005 – 2010
FILM DEVELOPMENT EXECUTIVE

Acquired/developed projects in new genres to expand company brand. Partnered with other departments to source new projects and talent relationships. Hands on project research, and story development alongside writers to create narrative.

HBO Films   2001 – 2005
EXECUTIVE ASST TO PRESIDENT

Various Assistant Duties

ui design tools

Figma
Sketch
Draw.io
Invision
Zeppelin

Axure
Google Suite
Microsoft
Adobe
Optimal Sort

ux design process

User Interviews
Prototyping
User Surveys
Usability Testing
Content Analysis
Competitive Analysis

Sitemaps
User Flows
Wireframing
Branding
Mockups
Personas
Sketching

web development

HTML
CSS
Git | Github
Javascript (Basic)

education

Bloc.Io   2018 – 2019
UX/UI Design Program

USC   1995 – 1999
BA – Cinema Television