



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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Los Angeles, Ca



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

Axure

Sketch

Google Suite

Draw.io

Microsoft

Invision

Adobe

Zeppelin

Optimal Sort



ux design process

User Interviews

Sitemaps

Prototyping

User Flows

User Surveys

Wireframing

Usability Testing

Branding

Content Analysis

Mockups

Competitive
Analysis

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