
Matthew Clarke

Product Designer with 7 years experience in design specializing in rapid prototyping UX/UI for consumer software products.

581 Warren St., 4R, Brooklyn, NY
(248) 894 6047
mclarkestudio@gmail.com
[mattclarke.dev](#)

🕒 Experience

Product Design Lead

Arthur

New York, NY

08/2020 – 01/2022

- Founding designer and app developer for “0-1” iOS and Android mobile app.
- Worked closely with the CEO (Christie’s) and CTO (Ripple) to design and build initial prototypes and early core experiences.
- Designed and prototyped mobile animations closely with front-end developers.
- Hired a team of 4 front-end developers to build and deploy a cross-platform, React Native application. Delivered Figma designs and prototypes to the engineering team.
- Facilitated design workshops to create flows and wireframes for new user experiences.
- Mentored cross-functional teams to apply data insights and scale app from 0–2,000 3-day active users in 7 months.

Product Design Lead

Datavore

New York, NY

06/2019 – 07/2020

- Lead designer and user experience developer for a data-intensive web app used by financial analysts to inspect and monitor large data sets in real-time.
- Designed core data search experience helping users to rapidly inspect large datasets independent of an engineering team.
- Implemented a lean card-based design system to help agile devs rapidly build.

User Experience Manager ↑ Design Coordinator

Splashlight

New York, NY

10/2017 – 08/2019

- Managed cross-functional UX program for Splashlight’s e-commerce suite, enabling creatives at large retailers (Target, Under Armour, Eileen Fisher) to launch and monitor retail seasonal campaigns.
- Facilitated executive service design workshops to roadmap new product features and go-to-market strategy with M&A and software consultants.
- Designed new web experiences to grow the product to new clients, contributing UX copy and high-fidelity video assets to showcase product features.

Publications Coordinator

Gagosian

New York, NY

06/2015 – 09/2017

- Managed the web and print design of the Gagosian Quarterly magazine.
- Collaborated with artists and contributors worldwide, developing a \$1M revenue stream for the publication with luxury ad banks worth \$250k+ per issue.

🕒 Internships

Editorial Intern, Creators Project

Vice

New York, NY

05/2014 – 08/2014

Research Intern, NEW INC Incubator

New Museum

New York, NY

05/2014 – 08/2014

🎓 Education

Bachelors of Fine Arts, Designed Objects

School of the Art Institute
of Chicago

Chicago, IL

08/2012 – 05/2015

🔧 Skills

Programming

Git, Shell, Bash
TypeScript, JavaScript, Node.js
HTTP, HTML5, CSS3
Clojure, Python, Ruby

Product Design

UX/UI Design
Critique Facilitation
Qualitative User Research
Systems Design
Figma

Product Management

Defining Key Metrics
Data-driven Experimentation
Go-to-market Strategy
Roadmap Prioritization
Jira, Notion, Trello