Matthew Clarke

Product lead with 6 years experience
in ux/ui, product design and management.

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⊙ Work Experience

Product Design Lead
Arthur

New York, NY
08/2020–01/2022

– Founding designer and front-end developer for "0-1" research, development, and launch artist discovery app. Hiring manager and mentor for initial front-end team.
– Managed product development release cycle in Notion, including success metrics and core feature prioritization for artist discovery, personalization, and machine learning.
– Fully automated iOS, Android, and Web nightly app builds (CI/CD) using Ruby and Bitrise.
– Mentored cross-functional teams (design, machine learning, front-end) to apply data insights and scale app from 0–2,000 3-day active users in 7 months via bi-weekly releases.
– Designed and coded initial prototypes and production app releases.

Product Design Lead
Datavore

New York, NY
10/2018–07/2020

– Lead designer and user experience developer for a data-intensive progressive SaaS app in React/Angular/Javascript.
– Managed product release cycle in Jira, including syncing front-end work with backend work.
– Redesigned core data search experience to enable financial analysts to rapidly inspect large datasets independent from a data engineering team.

User Experience Manager
⇡ Design Coordinator
Splashlight

New York, NY
10/2017–08/2018

– Managed cross-functional UX program for B2B, e-commerce product suite, enabling creative teams at large retailers (Target, Under Armour) to launch and monitor retail campaigns.
– Facilitated executive design workshops to roadmap new product features and go-to-market strategy with M&A team and software consultants.
– Coordinated across Technology Leads for front-end, data, and machine learning insights to launch I^2 Genome Agent, an analytics platform for retail photography performance.
– Set context for in-house creatives, producers, and engineers to balance day-to-day work with new corporate product strategies.

Publications Coordinator
Gagosian

New York, NY
10/2015–08/2017

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

⊙ Internships

Editorial Intern, Creators Project
Vice

New York, NY
10/2017–08/2018

Research Intern, NEW INC Incubator
New Museum

New York, NY
10/2017–08/2018

⊙ 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
React Native, Reanimated 2, Three.js
Clojure, Python, Ruby, CI/CD

Product Design

Rapid Prototyping
Design Critique Facilitation
Qualitative User Feedback
Creative and Technical Mentorship
Figma, Sketch, Keynote, Adobe AE

Product Management

Product Life Cycle Management
Data-driven Experimentation
Go-to-market Strategy
Roadmap Prioritization
Jira, Notion, Trello