



# Matthew Lettini

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## Profile

I'm a software designer and developer that's been building, improving, and shipping digital product experiences for over 15 years. I've been doing this at Harvest for the last decade, helping to grow it into a world-class time tracking application. *The Design of Everyday Things* is my bible. My goal is to make life easier for people, one pixel at a time.

## Skills

While I specialize in UI/UX and HTML/CSS, I excel as a product generalist, blurring the line between product designer and product manager. My experiences have led me to wear many hats, including project manager, team lead, strategist, researcher, data analyst, and a million things in between. I'm proficient with many design tools and do my best work collaborating and pairing in small teams. Good design = good communication.

## Experience

### Harvest

2018–Present

#### Senior Product Designer

As a senior member of the team, my role includes hiring, mentoring, leading design reviews, and process creation, while continuing to design the future of the product. Recent projects include: leading a new product rebrand effort, revamping onboarding and cancellation flows, simplifying annual billing flows, implementing multiple reminder systems, researching IA problems, and contributing to the creation of a new design system.

### Harvest Forecast

2013–2018

#### Lead Product Designer

I led a small team that built and maintained Forecast, a new sister app to Harvest that helps teams plan their time. We took Forecast from back-of-napkin idea to full product launch in about a year, and continued to improve it over the next few years. Today it helps thousands of teams and contributes a significant amount of revenue to Harvest's business.

### Harvest

2010–2013

#### Product Designer

I was the first design hire at the company, and for these years I worked closely with the two co-founders to create or revamp most of the core product offering. These projects included: rewriting the core time tracking and reporting features, creating the first internal Mac and iPhone apps, multiple redesigns of the marketing site, and designing the open-source library Chosen. Harvest experienced tremendous growth early in this decade due to these efforts.

### Amie Street

Product Designer

2009–2010

### Travel Impressions

Web Designer

2008–2009

### PeoplesMD

Junior Web Designer

2007–2008

### Hofstra University

Graduated Magna Cum Laude

2004–2008