



# 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 build a world-class time tracking product alongside a world-class team. My goal is to make life easier for people, one pixel at a time. *The Design of Everyday Things* is my bible.

## Skills

I excel as a product generalist, blurring the line between product designer and product manager. While I specialize in UI/UX and HTML/CSS, 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, in addition to designing the future of the product. Recent projects have included: 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 designed, built, and maintained Forecast, a 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 and grow it over the next four years. Today it helps thousands of paying customers and contributes a significant amount of revenue to Harvest's overall 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 redesign 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