



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