MATT GARVIN

UX Research

UX Design

Interaction Design

PROFILE

User-centered researcher and designer with a demonstrated history in a variety of industries including hospitality and supply chain logistics. Skilled in contextual inquiry, UX consulting, design strategy, interaction design, rapid prototyping, information architecture, usability needs and evaluation.

CONTACT

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EXPERIENCE

UX Research Consultant | IBM
2020 - CURRENT
This semester my group has been paired with the client IBM to conduct UX Research and usability testing on their recently launched, redesigned developer website to evaluate the overall design and usability. We're using interaction mapping, competitive analysis, interviews, surveys, heuristic evaluation and usability testing.

UX/UI Designer | SEDS@UM
2019 - CURRENT
SEDS@UM is an interdisciplinary group of grad and undergrad students at U of M. I'm working with the UX design team on two projects for NASA: SUITS and X-Hab. Both projects revolve around our CLAWS-AR interface and are being developed in Unity for the Microsoft HoloLens.

UX Research Consultant | GRDC
2019
I worked as the project manager for our team of grad student consultants for the Grandmont Rosedale Development Corporation conducting contextual inquiry and affinity diagramming to provide recommendations for developing and optimizing process documentation procedures using information systems technology.

SKILLS

- User Research
- Information Architecture
- Rapid Prototyping
- Wireframes
- Visual Communication
- Empathy
- Ethnography

EDUCATION

BA Anthropology | WSU
2011-2017
Honors college transfer, peer mentor, president of undergrad anthro learning community.

MS Information | UMSI
2019-2021
Specializing in UX/HCI/Social Computing research and design consulting