

Matt Phillips

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Objective To contribute to a dynamic team as an Interaction Designer through sketches, wireframes, user research, visual assets, code and prototypes.

To explore new ways of thinking and doing at the intersection of human factors and technology. To setup outposts in recently charted lands.

Abilities I enjoy the user-centered design process where wild sketches become wireframes, then storyboards and finally, mockups.

Reaching past the mockup and building a prototype is deeply satisfying. I want to push logic and graphics to shared Git repositories. I work in Python, InVision, Illustrator, SolidWorks, Processing, *nix and JavaScript.

I can clearly communicate fuzzy, speculative investigations to gatherings of people. I'm good at running tight, productive, energizing meetings.

Background **Public Good Studio in Menlo Park, CA**
Interaction Designer and Founder, 2018 to now

I founded Public Good Studio to offer goods and services to organizations working for the public good. We've created phone booths in the physical, and visualizations in the digital.

Harvard Library Innovation Lab in Cambridge, MA
Interaction Designer and Technical Manager, 2010 to 2017

I was an early hire in this group that produces forward-looking tools for libraries. I helped grow the team from 2 people to 16 and wore many design, technical and managerial hats across many projects. I'm most proud of my contributions to Perma.cc - the Lab's web archiving service.

I received a BS in CS in 2002 from Mansfield University of Pennsylvania and in 2005 I received a MS in CS from Virginia Tech for my research in the Digital Libraries Research Lab and my coursework in HCI.

Boasts I've exchanged notes and code with Sir Tim Berners-Lee. I've written software used by President Obama.

My academic grandfather is JCR Licklider. I'm fast on a bicycle and raced as an elite amateur. I'm fun, encouraging and helpful.