

Matthew Almand

UX/UI Visual Designer

20 years of industry experience. My goal is to create beautiful experiences with websites and web apps that delight.

WORK EXPERIENCE

Digital.ai / Principal UX Designer (Agility)

October 2019 - May 2021

Most recently worked on the Agility product (formerly called VersionOne) under a newly implemented research/design process where I took findings and journey maps from the research team and created interface concepts based on top tasks and user roles.

Before this, I coordinated both a design system in Figma and a documentation site in ZeroHeight for the company's vision of a single front-end experience across its products. I also researched and recruited talent to form our newly expanded UX team.

Collabnet VersionOne / Senior UX Designer

October 2010 - October 2019

2010 - 2016 - I was the original designer for the VersionOne product brought on to enhance the product appearance and solve usability issues that plagued users. Later on, I worked with three additional designers as our team expanded and helped to build several new successful features like "teamrooms" in the tool. This also included a patented site map navigation system.

I also facilitated workshops on design principles for the development teams including empathy mapping and ideation sessions.

2016 - 2018 - Before the acquisition of Collabnet V1 by Digital.ai, I lead the design team of three for the new ossum team product and continued my duties as design lead for the VersionOne Product.

This included creating interfaces around complex patterns found in Agile Methodologies and providing guidance for development as well as coding front-end portions of the application and accompanying websites. I also have overseen multiple design refreshes to meet key business results over the products many years of evolution.

In addition, I have worn the hats of teacher, mentor, sherpa, and servant leader at different times during my tenure.

Additional work history available at matthew-design.com/resume

SKILLS

Visual - Illustration, Graphics, Color Sets, Design System, Website Design, Pattern Libraries

Tools - Figma, Adobe Suite, Sketch, Zeplin

Concept - Wireframes, Mockups Low and High Fidelity, Sketches, Journey Maps, Prototypes (Design tool & code)

Tools - Figma, InVision, Marvel App, Miro, Mindmeister, Microsoft Office

Code - Front end - HTML, CSS, JS, Prototypes, Features, Components, Animation

Tools - Atom Editor, Visual Studio, Codepen, Dreamweaver

Collaboration - UX Workshops, Ideation Sessions, User Testing, Team Process

Tools - InVision, Pendo, Microsoft Office, Prezi, Miro

EDUCATION

University of New Orleans

August 1995 - May 2000

Bachelor in Fine Arts

(with specialization in graphic design)