

# Matt Soave

Interaction + User Experience Designer

## Experience

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### User Experience Designer

**UpTop (formerly Produxs)**

**July 2012 - Present**

UX design work for clients including Microsoft (Global Mktg Operations, Windows Phone Mktg), T-Mobile, Colliers, Starbucks, Splunk, & IvyCorp

Interfacing directly with stakeholders to understand their businesses, gather requirements, create and iterate wireframes and visual designs, and produce precise specifications

Confidently presenting deliverables to clients and leading discussions to understand the users and refine designs

Emphasis on business intelligence applications and responsive design across OS's and web

Proactivity and constant diligence to improving personal and internal team processes and quality of work by advising industry best practices, proposing workflow optimizations, and encouraging adherence to design guidelines

### Associate Human Factors Engineer

**Cubic Corporation**

**July 2011 - March 2012**

Designed and deployed interactive training for internal engineers to reduce IT support calls

Researched and recommended UX processes for establishing first UX/HFE group and usability lab at Cubic

### Interaction Design Intern

**Hewlett-Packard**

**June 2010 - July 2011**

Created and managed interaction design specification documents (application flowcharts, wireframes) for three consumer touchscreen printers

Collaborated with UX researchers, developers, and testers to define and achieve design goals in agile environment

## Education

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### M.S., Human Centered Design and Engineering

**University of Washington**

**September 2013 - Present**

**(3.93 / 4.00)**

Practical and theoretical courses focused on user-centered design and human-computer interaction, including *Information Visualization*, *Usability Testing*, *Interaction Design*, and more

### B.S., Cognitive Science (Human-Computer Interaction)

**University of California, San Diego**

**September 2007 - March 2011**

**(3.94 / 4.00)**

Focus on human cognition and its implications on interface design

User-centered design projects, including usability studies and quarter-long redesign of university podcast system

**Awards and honors:** *Summa cum laude* (top 2% GPA), Phi Beta Kappa, Regents Scholar, Provost's Honors for 11 of 11 quarters

## Contact

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## Skills

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### User Experience Design

User research

Usability testing and analysis

Personas and scenarios

Interaction and flow diagrams

Wireframing

High-fidelity visual design

Interactive prototyping

Documentation and specification

### Design Software

Adobe Illustrator

Adobe Photoshop

Adobe Fireworks

Adobe InDesign

Adobe Edge Animate

Microsoft Visio

### Front-end Development

HTML

CSS (including LESS)

JavaScript (including jQuery)

PHP

MySQL