Matthew Atkins

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Qualifications

I have been designing user experiences for over 4 years and have been illustrating for 10 years. I have a passion for simple and delightful user experiences as well as telling great stories. My background in illustration has influenced my user experiences by enabling the user story to drive the projects and allow stakeholders to empathize and create the best experience possible while still incorporating business requirements with every project I take on. My approach to design is to always consider the customer first and design from there. Compromises will be made along the way but the customer drives the solution.

Education

+ 2011- Spring 2012 Web Design Certificate, Seattle Central College
+ 2001- 2005   Bachelor of Fine Arts, Academy of Art University

Programs & Skills

+ Axure
+ Omnigraffle
+ Photoshop

+ Illustrator
+ HTML
+ CSS

+ jOuery
+ Illustration
+ Microsoft Office

Work

ForSaleByOwner.com, A Tribune Publishing Company (2016-present) Chicago, IL
User Experience Designer

As a UX Designer at For Sale By Owner my role was to create experiences for home sellers, home buyers, and the internal teams that support them. My role required redesigning and updating site experiences across mobile and desktop, working with product and development to launch projects and initiatives. Some projects of note are a mobile Home Seller App vision, redesign of checkout, and creating/maintaining a pattern library.

Orbitz (2015-2016) Chicago, IL
User Experience Designer

As a UX Designer at Orbitz I worked with the Loyalty Rewards program team and the Customer Reviews team to improve and iterate on the travel booking experience. Projects of note include a redesign of the Loyalty Rewards Visa card application, customer reviews for mobile, and the Loyalty product vision for 2016.

Amazon (2012-2015) Seattle, WA
User Experience Designer II

I have worked for Amazon for almost 3 years creating experiences for customers globally. My work has included creating ecommerce experiences, developer applications, customer service agent applications, and internal tools. Some projects of note include leading design for entirely new stores and platforms for Amazon's Hardlines ecommerce category, designing an internal project management application, and designing a developer tool for building front-end Ul. The users for my work has spanned globally and included Customer Service Agents, Developers, Project Managers, and Customers.

Matkinsart (2008-2012) San Francisco, CA
Illustrator/Designer

As a freelance designer and illustrator I took on many projects for clients that included traditional and digital concept art, illustration, and character design.

Animation Collective (2006-2007) New York, NY
Lead Background Painter/Designer Kappa Mikeyl HTDT pilot Nickelodeon

Animation Collective was a mid-sized studio where I was brought in on the second season of Kappa Mikey for Nicktoons as a background painter. After 3 months I was promoted to Lead Background Painter/ Designer. As the Lead Background Designer I worked with 3D renderings, created sketches, and painted finalized backgrounds. My position also included working with directors, animators and producers to keep the show on schedule and on budget.