Matt Finder

Senior Product Designer

About Matt

I'm a purpose-driven product designer with 12 years of experience designing human-centered products, and am passionate about designing inclusive experiences that solve meaningful problems on a global scale.

I advocate for accessibility in tech and beyond, and believe in close working relationships with both my teammates and the people for whom we design.

Find Matt

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mattfinder.com

I studied at

Carnegie Mellon University
2007 – 2011, Pittsburgh, PA
BFA, Industrial Design, Dean's List

I've designed for

Pandora and SiriusXM, Senior Product Designer - Accessibility and TV Lead
December 2020 – Present, remote based in New York, NY

I'm currently part of the lovely team at Pandora and SiriusXM, where I'm doing the following to help create delightful experiences for the 100+ million people who use our products:

- Leading product design for Apple TV, Android TV, Roku, and Amazon Fire TV
- Leading accessibility initiatives across mobile, web, TV, and connected devices
- Helping build, grow, and mature our design system

AT&T, Senior Product Designer

March 2017 – March 2020, remote based in New York, NY

Along with my wonderful team at the AT&T Experience Design Studio, I did the following for our millions of subscribers nationwide:

- Designed and launched the AT&T TV streaming platform and AT&T TV apps for Apple, Android, Roku, Samsung, and Amazon devices
- Built OS-level features for flagship mobile phones and tablets on the AT&T wireless network
- Improved the UX of the DIRECTV Remote app for Android phones, leading to a full point ratings increase in the Google Play Store and a sustained 300% increase in monthly app usage
- Redesigned the DIRECTV satellite TV purchasing experience
- Played a primary role in establishing remote working best practices for our 50-person design team

Freelance, UX/UI Designer / Project Manager

February 2014 – March 2017, New York, NY

Helped startups and corporations improve the UI, information architecture, content strategy, and overall experience of their products through research, testing, visual design, and prototyping

General Assembly, UX Design Bootcamp Instructor

April 2016 – July 2016, New York, NY

Led and created lesson plans for General Assembly's full-day UX Design Bootcamp. Educated designers and non-designers alike about UX research methods, interview techniques, information architecture, personas, flows, sketching, wireframes, and prototyping

forceMAJEURE Design, **Product Designer**

August 2010 – August 2015, New York, NY

Designed and launched successful products, retail environments, and packaging for Intel, Ralph Lauren, Dove, Johnnie Walker, Godiva, and other top global brands

Foundation for Empowering Citizens with Autism, UX/UI Designer

February 2014 – Present, New York, NY

Led UX and visual design for a responsive website and identity. Performed user research and competitive research to ensure user goals were aligned with foundation goals

The Kingsley Association, **Design Educator**

July 2010, Pittsburgh, PA

Planned and taught for a month-long design camp that introduced middle school students to design. Students learned design thinking, sketching, sustainability, and presentation skills

Intel, Product Designer & Researcher

June 2009 – September 2009, Pittsburgh, PA

Invited by Intel to join a future-oriented robotics project to help disabled and elderly people in their homes. Worked on concept interfaces, industrial design, and research

HCI Institute at Carnegie Mellon University, Interaction Designer

June 2008 – February 2009, Pittsburgh, PA

Worked with researchers, teachers, and middle school students to design interfaces for a research-based online math tutor now used in schools across the United States

I've also worked and volunteered with

The New York Public Library, Technology Educator

January 2017 – Present, New York, NY

Giving free phone and computer skills classes to elderly New Yorkers

InTandem, Ride Manager / Lead

October 2017 – Present, New York, NY

Managing and leading tandem cycling events for people with disabilities who cannot ride a bike independently

New York Cares, Language Skills Mentor

December 2017 – Present, New York, NY

Helping new immigrants improve English language fluency at community centers around New York City

Aira, Aira Agent

April 2019 – August 2019, New York, NY

Used AI-powered digital tools with real-time mapping data, phone camera and smart glasses feeds, and remote computer control to provide the blind and low vision community with instant access to visual information

FORGE, UX & UI Designer

November 2010 – January 2011, Pittsburgh, PA

Created a forward-thinking campaign using digital and physical artifacts to increase refugee awareness and grow FORGE's volunteer base

Expertise

UX Design
UI / Visual Design
Accessibility
User Research
Interaction Design
Motion Design
Industrial Design
3-D Modeling & Rendering

Software

Figma
Sketch
Abstract
Principle
InVision
Photoshop, Illustrator, InDesign
Notion
HTML & CSS
CINEMA 4D

Hobbies

If I'm not designing or volunteering, you can find me exploring museums, riding my bike around the city, having language exchanges with English learners abroad, or making homemade pasta and pastries.