

# MATT PASSMORE

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## EXPERIENCE

### Domo

#### UX Intern

Oct. 2019 - Apr. 2020

Gained enterprise experience coordinating design strategy and features by working closely and responding to feedback from heavily influential enterprise accounts, software engineers, and project managers.

Developed and designed work flows and low to high fidelity wireframes to enhance data recording metrics and CFR process for a new application that tracks data-driven company OKRs in real time.

Contributed visual design strategy and conducted UI logic within the existing interface to invigorate the core product feature of data analytics and visualization in order to sustain optimized additional features held by the request of large enterprises and stake holders.

### True DNA Story

#### UX Designer

Nov. 2018 - Feb. 2019

Applied an intuitive architecture and interface design to establish a usable website medical report system for clients while creating a consistent prototype across mobile and web platforms.

Created a design system in sketch as well as providing graphic design elements to teach the user medical terms and organs while catering a seamless, informative navigation throughout a medical report system.

### Third Stone

#### Graphic Designer

#### Manager

2014 - 2018

Designed a series of t-shirts to reflect company's mission and target persona while appealing to mass majority.

Boosted sales dramatically by coordinating events that would promote local artists and internal growth.

Managed storefront, layout and merchandising, shift schedule, inventory, and sales.

## EDUCATION

### BYU HAWAII

2014 - 2017

Studied graphic design with an emphasis on business management and information systems

### DEVMOUNTAIN

2018

UX Design 13 week immersive course.

Delved deeper into UX strategy, research, and UX UI software and tools.

## SKILLSET

Wireframing  
Information architecture  
Teamwork  
Collaboration  
Sprints  
Prototyping  
Sitemapping  
Ideation

Visual design  
Illustration  
Communication  
Animation  
Human centered design  
Interactions / Microinteractions  
Strategy  
Personas

## TOOLS

Sketch  
Adobe XD  
Figma  
InVision  
Adobe Illustrator  
Adobe Photoshop  
Adobe After Effects  
Principle  
HTML  
CSS