Matt Passmore

Product Designer

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Matthew Passmore Linkedin

Expedia Group

UX Designer

May 2022 - Mar 2023

Led the design efforts to enhance the internal developer experience, ensuring a seamless and unified UI in a dynamic, ever-evolving product environment.

Enhanced and streamlined the design system in Figma by introducing interactive components that aligned with the product and user objectives, contributing to improved overall efficiency.

Conducted a comprehensive UX audit and developed intuitive dashboards for metrics and technical data, accompanied by thorough documentation for the product under my purview.

Facilitated collaboration across multiple teams, with a primary emphasis on four distinct teams. Maintained consistent communication with each team's product manager and engineering manager to ensure cohesive project alignment.

JobNimbus

Sr. Product Designer

Mar. 2021 - May 2022

Led the inception and execution of mobile design for both iOS and Android native applications, achieving app release within a 4-month timeline.

Contributed significantly to increased sales through effective prototype implementation, playing a key role in the company's efforts to reduce account churn.

Established and implemented a streamlined process and strategy across all product teams, fostering collaboration among Product Managers, Designers, and Engineers. This initiative aimed to leverage user data and enhance overall efficiency for jobs to be done.

Presented and collaborated on designs with stakeholders across the company, including the CEO and customers, refining designs to meet release-ready standards.

Tech9

UX Designer

Jul. 2020 - Mar. 2021

Collaborated with clients and product managers to implement user flows for applications and websites, aligning closely with client objectives.

Developed wireframes spanning from low fidelity to responsive prototypes using Figma. These prototypes were instrumental in testing designs and presenting viable solutions to clients.

Domo

UX Designer

Oct. 2019 - Apr. 2020

Contributed to the development of an internal mobile app (pre-release) designed for tracking objectives and key indicators. The app provided automated data visualization and allowed manual updates on personal goals. The design process was implemented across web, iOS, and Android platforms.

Played a key role in shaping the visual design strategy and conducted UI logic within the existing interface. This revitalization focused on enhancing the core product feature of data analytics and visualization, ensuring optimal support for additional features as requested by large enterprises and stakeholders.

Education

Brigham Young University Hawaii

Graphic Design / Information Systems

2014 - 2018

DevMountain

UX Immersive

(14 weeks) 2018

Skillset

Figma (preferred) dsd

Sketch

Adobe XD

UXPin

Adobe Suite (Photoshop, Illustrator, After Effects)

Jira

Confluence

Asana

HTML (familiar)

CSS (familiar)