

MATHEW JOSEPH

PRODUCT DESIGNER

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ABOUT

As a designer, I strive to understand complex problems in order to define solutions for a better future. I am a visual thinker with a love for design challenges and emerging technologies.

SKILLS

Photoshop Illustrator InDesign
Premiere Pro After Effects
HTML CSS jQuery
Sketch Abstract

STRENGTHS

Team Leadership
Creative Thinking
UX Research
Graphic Design
Problem Solving
Visual Design

EDUCATION

Bachelor of Environmental Studies
Honours Geography & Environmental
Management (Co-op)
University of Waterloo 2012 - 2017
Geomatics Specialization

EXPERIENCE

Mappedin - Map Design Team Lead

Waterloo, Ontario

May 2017 - Present

Managed a team of 5-8 in the 3D design and production of 300+ venues for display on web, mobile and directory applications.

Designed and collaborated on multiple new product features and UI re-designs with product and development teams.

Implemented our first design process for indoor map design by using UX principles, color theory, and accessibility metrics.

Coordinated in-house, online and on-site UX research on a variety of products and helped implement user feedback.

Skyward Industries - Project Development Lead

Nadi, Fiji Islands

May 2015 - November 2015

Worked with a front-end developer to build the new company website by designing mockups, wireframes, and custom graphics using the adobe creative suite. (www.skywardindustries.com).

Was involved in a variety of multi-media projects, including videography, working on production sets with camera crews, post production using after effects and premiere pro, and photography.

Led the design and development of immersive aerial virtual tours as a new product offering for the company.

COURSES

Build Websites from Scratch Intensive Program

CodeAcademy

May 2018 - August 2018

Learned HTML, CSS, jQuery, Git and command line through a series of web development projects. Used that knowledge to design and develop www.mathewjoseph.com from scratch.

UI Design Patterns for Successful Software

Interaction Design Foundation

August 2018 - December 2018

Learned best practices for building intuitive and useful software.