

Mathieu Martyn UX Designer

mathieukm@yahoo.com

m-uxd.com 07899755766

www.linkedin.com/in/matm

Design Skills

Innovation - Successfully defended patents in the US in 2016; Now assisting in UK litigation.

UX Design - Full stack UX design with a range of deliverables to a wide variety of customers.

Implementation - Steering design from brief through ideation, iteration, testing and ship.

Communication - Presenting design and rationale to stakeholders, clients and at trade shows.

Collaboration - Pairing with developers, UI and UX designers, facilitating, design sprinting.

Service Design - Design and delivery of a Service Blueprinting programme.

UX Research - Designing, running and managing UX testing to deliver actionable insight.

Leadership Skills

Project Leadership - Defining, planning, managing and delivering design projects.

Team Management - Mentoring and project managing large and small design teams.

Process Innovation - Developing new techniques to deliver robust design at speed.

Strategy - Defining and presenting design strategy at team, executive and business level.

Experience

Reevo . **UX Lead** . Apr 2017 - Nov 2018

Leading design and delivery of a new product release for display of user-generated content serving clients and consumers in Retail, Automotive, Travel and Finance industries; Design strategy; Client Solution Design; Increasing the contribution of design to the business; Tooling design; Pitching Service Design to the business; Delivering a Service Blueprinting programme.

Telefonica Digital . **Principal Interaction Designer** . Dec 2012 - Mar 2017

Ideation, prototyping and specification in an agile environment for the TU Go communications service across iOS, Android, Windows and Web platforms; User testing and research; UK Design Team leadership ; OTT app design for Firefox OS.

UX Design Ltd . **Owner/Freelance UX Consultant** . Oct 2006 - Dec 2012

Various design and design evaluation projects for major telcos including: NFC Mobile Wallet application on Android and other platforms - shipped in Poland in 2012, Germany in 2013 - **Deutsche Telekom**; Design, creative direction and delivery management for a mobile UI branding project - **O2**; Concept design explorations for Orange Home Screen - **Orange**; Concept design for a media and content player on S60 - **France Telecom**; Comparative handset evaluations - **Orange**; 'Orange Photo' service evaluation - **Orange**; User journey and use case development and UX design for a family calendar application - **O2**.

Samsung Mobile . **Design Manager/Lead Designer** . Nov 2004 - Sep 2006

Project and line management and design strategy for the UK Wireless UI team; Lead UX designer for line-up projects; Designing, briefing and running design research projects; Designing and executing a pan-European competitive UX testing programme; Reporting and presenting projects to HQ design teams in Seoul; Managing agencies and contractors to deliver projects; Recruitment.

More Experience

Mobile Innovation (acq. Macromedia/Adobe) . Sr Design Consultant . Feb 2002 - Oct 2004

Design consultancy to Nokia platform development projects (Series 90, 770/800 Linux device); Style Guide and key app design for the Hildon platform (Nokia 7700, 7710); Driving future platform development and ideation; QWERTY and pen-based input methods design for a Chinese variant; Recruitment.

Symbian . Interaction Design Manager . Oct 1998 - Jan 2002

Design team lead for the Symbian smartphone platform, Pearl, including device interaction model design, key app design and specification, animation design, design process innovation and generation of IP; Design consultancy to other Symbian platforms; Analysis of UX impact of technical decisions; Recruitment.

British Midland . Freelance UX Consultant . Apr 1998 - Sep 1998

UX evaluation of Self-Service Check-In and Ticket on Departure systems; Evaluation and competitor analysis of the BMI website.

British Airways . Freelance UX Consultant . Oct 1997 - Apr 1998

Evaluation, testing and redesign of customer interfaces including Self-Service Check-In and the British Airways website; Integration of European language support to Self-Service Check-In; Generation of corporate standards for consistency in Customer UX.

IDEO . Human Factors Intern . Jul 1997 - Oct 1997

Researching IDEO working practices to inform design of a new office space; Exploring human factors for new products.

Royal Mail Consulting . Human Factors Associate . Feb 1997 - May 1997

Usability analysis and testing; User guide production; Workspace and product evaluation.

Education

M.Sc. Human Factors and Ergonomics . University College London . 1994 - 1996 part-time

B.Sc. Psychology . University of Leeds . 1987 - 1990

Other Skills

Fluent French, basic Spanish, house restoration, curing and smoking, drums, archery.