

Matt Girardi

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SUMMARY

Product Designer with 6+ years of experience creating scalable design systems and intuitive user-focused products. Skilled in Figma, user research, and cross-functional collaboration, with a proven track record of improving workflows, accessibility, and design consistency across platforms.

EXPERIENCE

Sr. Visual Designer | Rightpoint

September 2025 - Present, Detroit, MI

- Drove the migration of Vehicle OS interface libraries from Sketch to Figma, building scalable component systems for Cadillac, Buick, GMC, and Chevrolet digital displays.
- Defined design tokens, variables, and documentation standards to improve cross-vehicle consistency and reduce visual QA cycles.
- Audited legacy files and unified multi-brand component naming, reducing duplication and improving discoverability for designers.
- Collaborated with Visual Design Leads and Product Owners to standardize patterns across multiple screen types and hardware configurations.

Lead Product Designer | Cynerge Consulting

April 2023 - May 2025, Pontiac, MI

- Owned end-to-end design for LocalHop's event management platform, leveraging Figma and user analytics to decrease task completion times by 30% and boost platform adoption among 5,000+ end users over a 9-month rollout.
- Designed and implemented event-centric product features by utilizing established workflows, enhancing platform usability and enabling a 40% decrease in user click rates.
- Conducted user research and usability testing to simplify complex workflows and reduce admin overhead.
- Built and scaled the Canopy Design System, ensuring accessible, consistent, and scalable UI across products.
- Collaborated cross-functionally with PMs, engineers, and leadership to deliver polished, functional experiences.
- Facilitated design reviews and feedback sessions, aligning diverse stakeholder perspectives to achieve cohesive product solutions and elevate overall user satisfaction.

UI/UX Designer | Gems (ShoMe)

May 2022 - April 2023, Austin, TX

- Owned the design of ShoMe's early-stage education platform, from concept to delivery.
- Created a modular Figma library to unify UI components and support faster iteration.
- Conducted user testing that informed feature prioritization and improved overall usability.
- Redesigned onboarding workflows, reducing drop-off rates and increasing user comprehension.

UI/UX Designer | Warmly

June 2021 - April 2023, San Francisco, CA

- Led a redesign of Warmly's Zoom app UI/UX, conducting user research and implementing MUI to improve user flows and on-screen clarity (name tags, icebreakers, customizable elements).
- Contributed to the adoption of the MUI design system, enabling scalable, consistent layouts across the platform.
- Collaborated with PMs and engineers to align design decisions with business goals, balancing speed and quality.
- Created a conceptual AR/VR demo to showcase product vision, supporting investor storytelling and funding efforts.
- Synthesized feedback from user interviews and analytics to identify friction points, guiding iterative design improvements that increased user engagement across core Warmly app features.

QA Analyst | KingsIsle Entertainment

August 2016 - July 2017, Austin, TX

- Created detailed test plans and executed QA processes across multiple mobile games.
- Coordinated smoke, sanity, and regression testing to validate game stability and performance.
- Prioritized and streamlined bug logs, reducing turnaround time for fixes.
- Improved overall game performance and player experience by identifying and resolving critical issues before release.

UI Design Intern | Quicken Loans

July 2014 - June 2015, Detroit, MI

- Designed and developed user interfaces for Quicken Loans' mortgage application process.
 - Produced visual assets including iconography and high-fidelity prototypes to support consistent UI.
 - Contributed to the launch of Quicken's first mobile mortgage app for iOS and Android.
 - Improved user experience by refining workflows and enhancing clarity of on-screen interactions.
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SKILLS

Design Systems, UX/UI Design, Interaction Design, Prototyping, User Research, Usability Testing, Information Architecture, Accessibility (WCAG 2.1), Visual Design, Motion Design, Figma, Tokens Studio, Storybook, Builder.io, Agile Collaboration, Cross-Functional Communication

EDUCATION

Interaction Media Design, Associate's | Macomb Community College

Macomb, MI, 2026

- Studies of interactive and web technologies. Training in content strategy, user-centered experience and design process to be applied to web and interactive design.

Design System Bootcamp | Memorisely

Online, 2024

- Completed a collaborative, hands-on program focused on building and scaling design systems in Figma. Learned to define foundations with tokens and variables, document components, and apply systematic thinking to create accessible, scalable, and consistent interfaces.

UI/UX Bootcamp | CareerFoundry

Online, 2020

- Completed an intensive, project-based program covering the full UX design process, including user research, wireframing, prototyping, and usability testing. Learned to translate research insights into intuitive interfaces and deliver polished designs using Figma and industry-standard tools.

UI Animation | Motion Design School

Online, 2019

- Studied the principles of UI motion design, learning to create micro-interactions, animated transitions, and engaging interface behaviors using After Effects. Gained practical skills in bringing static designs to life and improving usability through motion.
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