

#### IAN MATENAER

UX/UI Designer based in the Twin Cities

portfolio website -

#### matenaer.net

contact -

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#### **EDUCATION**

University of Minnesota B.I.S Individual Studies: UI/UX Design Computer Science Asian/Middle Eastern Studies Expected May, 2025

## **SKILLS**

- User Interface Design
- User Experience Research
- Photography
- Python and TypeScript

## **SOFTWARE**

- Figma
- Photoshop
- VS Code and Git

#### **AWARDS**

- State Winner (Photography Competition). Issued by WRKXFMLY
- National Merit for Photography

#### **ABOUT ME**

UX/UI designer and award-winning photographer with a strong foundation in user research, seeking to apply and develop skills in a collaborative and growth-focused environment.

#### **EXPERIENCE**

## Mojo Solo

Creative Agency
Twin Cities, MN
May '25 - Present

# **UI/UX Design Freelancer**

- **Design**, design critical interfaces for a private project as well as order forms for clients. Worked within Figma.
- Research, directly interacted with clients to conduct user research and feedback cycles. Research was conducted first-hand or through Qualtrics or SurveyMonkey.

May - Aug, '24

## **UI/UX Design Intern**

- Design, created a backend dashboard view for fulltime employees as well as work on a private project for clients. Worked within Figma.
- **Research**, initial user research and user feedback cycles. Research was done with full-time employees with Qualtrics or SurveyMonkey.
- Attended daily meetings to go over design and project debriefs.

#### **UMN**

Office of IT

Twin Cities, MN

Oct '22 - Feb '23

# IT Support Desk

- Support, answered calls from UMN students, alumni, and staff to provide IT support.
- Critical Thinking, quickly solved technology support problems.
- Quickly accessed information through a support database.

## Camp Olson Cam

Summer Camp Longville, MN Summers '20-'22

# **Camp Counselor**

- Worked with new groups of 10-12 children each week to develop their communication, responsibility, and respect skills.
- Collaborated with other staff to create a fun, safe, and enriching experience for children ages 8-14.
- Maintained facility equipment, vehicles, and buildings to promote a safe and secure environment for staff and campers.