

Matt Pichola

Product Designer

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Enterprise Design System Lead @ Judi Health

(October 2025 - Current)

As the Enterprise Design System Lead, I lead the strategy, governance, and evolution of Judi Health's enterprise design systems, enabling scalable, accessible, and consistent experiences across multiple healthcare products. I partner with designers, engineers, and stakeholders to define reusable components, design tokens, patterns, and documentation that improve efficiency and reduce implementation inconsistencies. My work spans design system architecture, accessibility, and design-to-development collaboration. I also support complex product initiatives by guiding teams on interaction design and visual consistency. Through cross-functional collaboration and continuous improvement, I help create a unified, maintainable, and scalable product ecosystem.

UX/UI Designer @ Judi Health

(August 2024 - October 2025)

As a UX/UI Designer at Judi Health, I design intuitive, user-centered experiences for complex enterprise healthcare applications. I collaborate with product managers, engineers, and stakeholders throughout the product lifecycle, translating business requirements into accessible, scalable, and visually cohesive solutions. My expertise includes user research, workflow analysis, wireframing, prototyping, UI design, usability testing, and developer handoff using Figma. I contribute to the growth and governance of enterprise design systems, driving consistency, accessibility, and design quality across products. Through cross-functional collaboration, design critique, and UX advocacy, I help teams deliver efficient workflows and intuitive experiences that balance user needs, business goals, and technical requirements.

Lead UX/UI Designer @ The Tactile Group

(March 2024 - August 2024)

As the sole UX/UI Designer supporting Department of Education enterprise applications, I led end-to-end design initiatives from discovery through implementation. I conducted user research, usability evaluations, stakeholder interviews, and requirements gathering to identify opportunities for improving complex workflows and software experiences. Partnering closely with stakeholders, project managers, and developers, I redesigned information architecture, user flows, wireframes, and interactive prototypes to create intuitive, user-centered solutions. I facilitated UX workshops, presented to stakeholders, and incorporated feedback through an iterative design process to build alignment and drive decision-making.

Drexel University

BS Graphic Design '20

Design

Design Systems
Tokens & Variables
Component API's
Accessibility
Documentation
Versioning

Tools

Figma
FigJam, Lucid, Miro
VS Code
Github

Research

Interviews & Surveys
Card Sorting
User Testing
Information Architecture

Development

HTML
CSS
Javascript
jQuery
Vanilla Components
GSAP

Certifications

Advanced Figma Design
Design Systems in Figma
Tailwind CSS
Javascript