MATTHEW CONNORS

EXPERIENCE DESIGNER
CREATIVE TECHNOLOGIST
DESIGN LEADER

EXPERIENCE DESIGN   www.connorsdigital.com

ILLUSTRATION BY MATTHEW CONNORS 2018

EXPERIENCE

Manager, UX Center of Excellence
Aug 2019 - Present
Volvo Group IT, Göteborg, SE
Matt is currently leading the User Experience CoE team of UX researchers, designers, and front end developers in Sweden, Poland and India committed to improving global customer experience and building streamlined digital workflows and applications for internal stakeholders for the Volvo Group companies, including Volvo Bus, Volvo Construction Equipment, Volvo Penta, Renault Trucks and Mack Trucks.

XR Advisory Lead Göteborg
Apr 2018 - Aug 2019
Cybercom Group AB, Göteborg, SE
As a Senior Consultant, Matt guided clients and partners to discover their unmet needs and design user-centered applications for web, mobile, Augmented, Mixed, and Virtual Reality platforms using a variety of software frameworks and hardware solutions from smartphones to HMDs. Matt led the XR team locally and coordinated with other Cybercom sites on projects in XR, mobile, IoT, and Innovation POCs for clients across the EU. Clients incuded: Volvo Cars, Icomera, Thomas Concrete, Ericsson and SKF.

Senior Lead Technologist
Jan 2016 - Apr 2018
Booz Allen Hamilton, Washington, D.C., USA
Leading within the Strategic Innovations Group, Matt designed and managed workflows, set schedules and priorities for an Immersive team of designers, strategists, and developers. As a senior consultant, Matt assessed usability needs for applications, created UI assets and streamlined UX implementation for Augmented Reality and Virtual Reality, mobile, web, event and video projects for commercial and government clients.

Senior Experience Designer
Nov 2014 - Jan 2016
Brightline Interactive, Alexandria, VA, USA
In this role for an Experiential Marketing agency in the D.C. Metro area, Matt built 2d and 3d interaction visualizations for event applications and digital campaign engagements for national agencies and multinational brands. As a team leader and content creator, Matt planned engagement strategies, set requirements and deliverables from wireframes to final production assets for event-based digital interactive apps and games.

CGI App Dev Manager
Jun 2011 - Nov 2014
Quad/Graphics, NYC & Alexandria, VA, USA
Matt led a Mobile Augmented Reality campaign team that crafted experiences for marketing, healthcare, retail and publishing clients. In this role, Matt acted as client liaison and managed a team of 3d designers, UI designers, copywriters, video artists and developers. Matt also directly created and implemented UX and UI designs: initial concepts, wireframes and prototypes to application delivery for a family of AR apps.

Media Project Manager
Jan 2009 - May 2011
Quad/Graphics, New York, NY, USA
As client POC in the national Creative Services team, Matt managed a team of designers for editorial and ad digital publishing workflows. Matt led innovation initiatives from User Experience Design through to production for e-books, social media, interactive print (augmented reality), video editing and 3d design.

EDUCATION

Bachelor Visual Arts
The Pennsylvania State University
Concentration: Drawing, Painting and Design

3D Modeling & Interface Design
New York University
Continuing Education Certification, Animation and Multimedia

PROFILE

Matt has over twenty years of experience planning and designing print, dynamic web, mobile and event experiences. He has led creative and development teams in campaign and business unit strategy for international brands in both commercial markets and government agencies. In his most recent roles, Matt has focused on user experience design, product management, application prototyping, user research strategy and testing protocols for web, mobile, AR/VR, touch interactives and gesture-driven kiosk applications.

Matt has both led and participated in workshops and stategic planning using Lean Manufacturing, **Lean Startup**, **Agile**, and **Design Thinking** methodologies. Matt has also implemented Lean Business models to build startup teams within organizations to drive increased market presence for mobile apps, social media campaigns, augmented and virtual reality experiences, and experiential marketing campaigns.

SKILLS

2d & 3d Design	
UX Design	
UI Design	
AR & VR Design	
Branding	
Design Thinking	
Video & Animation	
Creativity	
Communication	
Motivation	
Organization	
Teamwork	

CONTACT

Matt currently lives in Göteborg, Sweden

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