

MATTHEW MUENZER

Product & Interaction Designer

2 Years Graduate Student in Interaction Design + 5 Years Data Analyst

CONTACT

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EDUCATION

Carnegie Mellon University School Of Design

MPS Interaction Design 2022
Master of Arts in Design 2021

Emory University

BA History 2014
Minor Mathematics

SKILLS

Skills

Interaction Design, User Experience Design, UI Design, Service Design, Motion Design, Rapid Prototyping, Data Analytics, Data Visualization, Design Research, Market Research

Design Tools

Figma, XD, After Effects, Premiere Pro, Photoshop, Illustrator, Unity

Data Tools

R, SQL, SAS, Netezza, Git, Excel

COMMUNITY

Active Get Out The Vote volunteer, ran and designed for space themed streamathon to benefit Wash. DC COVID-19 mutual aid organizations

INTERESTS

Analog music, film, photography, tokusatsu, drawing, gardening

EXPERIENCE

Big Room

UX / UI Designer, Freelance

Remote

Jun–Oct 2021

Overhauled entire UX/UI for an AI-driven live video production platform, working from wireframes to high fidelity prototypes and designing for variable feature sets across subscription tiers.

Dezudio

Design Intern

Remote

May–Jun 2021

Collaborated with education experts to produce frameworks and digital resources for schools returning from online learning.

Carnegie Mellon University

Graduate Teaching Assistant, Design

Pittsburgh, PA

Aug 2020–May 2021

SoundExchange

UX / UI Designer, Freelance

Remote

Jun–Jul 2020

Supported major audio royalty distributor to launch product for simplifying claim management. Developed wireframes into high-fidelity mockups crucial to team's UX/UI development.

Cornerstone Research

Analyst → Senior Analyst → Research Associate

Washington, DC

Aug 2014–Dec 2019

Programmatically analyzed, summarized, and designed complex datasets supporting major financial cases. Communicated impacts to regulators, clients, and teams while working in a broad and diverse set of industries and under rigorous timelines.

PROJECTS

Artifact

CMU, Interaction Design Studio (group project)

Nov–Dec 2021

Designed a Mixed Reality learning platform for art museums. Developed experience and service design with input from museum curators. Created MR UI and concept video of 3D interactions using Figma and After Effects.

Pia

CMU, Interaction Design Studio (group project)

Sep–Oct 2021

Proposed an AI voice assistant for Pittsburgh International Airport. Prototyped interfaces for multimodal interaction, including a redesigned mobile app. Created identity and motion graphics in After Effects.