

Matt Golino

Experience Designer

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OBJECTIVE

Pursuing a full time UX Design position that will challenge me to create exciting user experiences with VR and AR, while providing the opportunity to learn and grow through teamwork with other skilled designers.

SKILLS

Design

Adobe XD	VR/AR Modeling
Sketch	Wireframes
Photoshop	Storyboards
Illustrator	User Journey
InVision	Concept Sketching
Balsamiq	Paper Prototype
InDesign	Wizard-of-Oz

Research

Survey	Participatory Design
Card Sort	User Interview
Diary Study	Usability Testing
Heuristics	Affinity Mapping

Development

Unity Engine	Oculus Quest
BabylonJS	Arduino
HTML / CSS	Raspberry Pi
Javascript	MATLAB
AngularJS	Java
ReactJS	Python

Communication

Public Speaking
Whiteboarding
Group Brainstorming
Workshop Events
Technical Documentation

AWARDS

Eagle Scout
1st Place CompE Capstone Project
Interactive Marketing Scholarship
Mock Trial Attorney Award

EDUCATION

Georgia Institute of Technology

BS Computer Engineering Graduation Date: May 2016	MS Human-Computer Interaction Graduation Date: May 2020
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WORK EXPERIENCE

Google, YouTube VR | *Virtual Reality UX Design Intern*

May 2019 - August 2019

- Created visual and interaction designs for a new set of features in the YouTube VR application on Daydream and Oculus platforms
- Guided feature design all the way from exploration, through prototyping and user testing, to spec documentation and handoff to development team
- Presented designs to Youtube UX Directors and UX Review board for approval before being greenlit for implementation in production systems

General Motors | *Front-end Web Developer/UI Specialist*

August 2016 - August 2018

- Worked on multiple Agile development teams to create user-facing retail web applications accessed by thousands of car dealerships daily
- Designed and wireframed webpage mockups and built relevant assets
- Implemented HTML, CSS, and Javascript webpages using AngularJS and ReactJS frameworks in a cross-browser setting

SapientNitro | *Mobile Development Intern*

June 2015 - August 2015

- Designed and implemented an interactive Leap Motion interface

Gartner | *Backend Software Development Intern*

June 2014 - August 2014 & January 2015 - May 2015

PROJECT EXPERIENCE

ZenVR

Fall 2019 - Spring 2020

Conducted research with meditation experts in order to design and build a VR prototype. Executed a longitudinal user test with 150 study visits, generating statistically significant findings on teaching meditation in VR.

Homeless in Atlanta VR

Spring 2019

Designed and fully implemented a VR experience of serving food to the homeless in Atlanta in order to spread empathy and involvement. GVU People's Choice Award.

Twitch VR

Spring 2019

Designed, iterated, and prototyped a functioning virtual reality experience in Unity Engine to envision Twitch streaming service in VR. 2nd place ID Launchpad Project Award.

Moe's Voice Ordering System

Fall 2018

Partnered with Moe's Southwest Grill to research the efficacy of a voice ordering system. Research findings were then used to build a machine learning based prototype and conduct user testing with experts.