

Matt Golino

VR/AR/MR User Experience Design Expert

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OBJECTIVE

Pursuing opportunities to further lead user centered research, design, prototyping, and testing, to drive innovation and contribute to the development of groundbreaking AR/VR/MR experiences that redefine how individuals interact with technology and the world, from conceptualization to launch.

WORK EXPERIENCE

ZenVR, Satori Studios | Founder, CEO, Design + Research Lead, PM

May 2019 - Present

- Founded, built, and led a VR startup with over 30 contributors, successfully delivering a VR meditation application to Meta, Steam, and Pico users.
- Drove strategic vision, mission, and decision-making with a rapid prototyping and agile approach, contributing directly to the research, design, and development of a comprehensive product and product strategy.
- Leveraged high-level expertise in the VR/MR/XR space and ML/AI prototyping tools to provide hand-on leadership and contribution in the research, design, prototyping, and development of the Unity application.
- Directed more than 8 research and design projects with student contributors, through the entire project lifecycle: leading the planning and scoping, research process, data analysis, design and prototype creation, and user testing.
- Conducted Master's thesis research with meditation experts, designing and building initial VR prototype. Executed a longitudinal user test with 150 visits, yielding statistically significant insights into meditation teaching in VR.

Google, YouTube VR | Virtual Reality UX Design Intern

May 2019 - August 2019

- Created visual and interaction designs for bringing the 'Movies and Shows' features to the YouTube VR application on Oculus and Daydream 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 app (now live)

General Motors | Front-end Web Developer/UI Specialist

August 2016 - August 2018

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

SapientNitro | Leap Motion Development Intern

June 2015 - August 2015

Gartner | Backend Software Development Intern

June 2014 - August 2014 & January 2015 - May 2015

PROJECT EXPERIENCE

Twitch VR

Designed and developed VR prototype in Unity to envision streaming in VR.

Homeless in Atlanta VR

Designed and built VR experience of serving food to the homeless.

Moe's Voice Ordering

Partnered with Moe's Southwest Grill to research a voice ordering system.

Illuso Unity Game

Led team to design and develop a 3rd person Unity 3D platformer game.

EDUCATION

Georgia Institute of Technology

MS Human-Computer Interaction

Graduation Date: May 2020

BS Computer Engineering

Graduation Date: May 2016

SKILLS

Design

Figma	VR/AR Prototyping
AI/ML Tools	Wireframes
Blender	Lo/Hi-fi Mockups
Adobe XD	User Centered Des.
Sketch	Storyboards
Miro	User Journey
Photoshop	Concept Sketching
Illustrator	Paper Prototype
InVision	Whiteboarding
InDesign	CoDes. Workshops
Audition	Iterative Design

Development

Unity Engine	Oculus Quest
C#	Pico + SteamVR
Python	Arduino
HTML / CSS	Raspberry Pi
Javascript	ReactJS
AngularJS	Java

Research

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

Communication

Public Speaking
Jira Project Management
Product Roadmapping
Sprint Planning + Retro
Group Brainstorming
Technical Communication

AWARDS

Eagle Scout
HCI Best Master's Project Award
GVU People's Choice Award
1st Place CompE Capstone Project
Interactive Marketing Scholarship