

# Matt Golino

*Immersive Technology Researcher & Designer*

(917)-767-4011

[mgolino16@gmail.com](mailto:mgolino16@gmail.com)

[www.MattGolino.com](http://www.MattGolino.com)

[www.linkedin.com/in/matthew.golino](http://www.linkedin.com/in/matthew.golino)

## OBJECTIVE

Designer and researcher focused on immersive technology for mindfulness, learning, and mental health. Seeking a experiences to deepen my work in digital well-being and contemplative computing and contribute to HCI research.

## PROFESSIONAL EXPERIENCE

### ZenVR | Founder & Research Lead

May 2019 - Present | (San Francisco, CA; Atlanta, GA)

-Founded, built, and led a VR startup with over 30 contributors, successfully delivering a VR meditation app to thousands of Meta, Steam, and Pico users

-Conducted mixed-methods HCI research on VR-based meditation learning, including a 150-session longitudinal study with meditation instructors and novice meditators; co-authored CHI '22 publication.

-Led interdisciplinary clinical groundwork with Colorado School of Mines and Anschutz Hospital System, conducting clinician interviews and surveys on using ZenVR in adolescent in-patient mental-health treatment.

-Co-authored and developed a Phase I STTR NIH proposal (pending) focused on feasibility, clinical integration, and acceptability of VR-based mindfulness interventions.

-Designed and developed immersive VR interactions (e.g., lantern calligraphy, mindful rowing modules) in Unity, grounded in contemplative pedagogy and VR learning science.

-Mentored 10+ MS-HCI student research and design teams, guiding scoping, literature reviews, study design, prototyping, evaluation, and implementation of ZenVR features.

### Zenni Optical | Senior UX Designer & Researcher

Jan 2024 - March 2026 | (San Francisco, CA)

-Led VR eye-exam project (4-person team) as designer, researcher, and PM. Conducted user interviews with optometrists and corrective-lens wearers; developed and validated VR forced-choice vision-testing interactions.

-Ran unmoderated user tests (UserTesting) for prototype evaluation across lens-selection and customization flows.

-Led UX research for AI-supported optical decision tools; conducted surveys, clarity studies, user interviews, and iterative prototype tests.

-Partnered with data scientists and optometrists to align design decisions with behavioral insights and product goals.

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

May 2019 - August 2019 | (San Bruno, CA)

-Designed and prototyped interaction patterns for "Movies & Shows" in YouTube VR; supported user testing and shipped production features.

### General Motors | Front-end Developer/UI Specialist

August 2016 - August 2018 | (Roswell, GA)

-Designed and implemented large-scale user-facing web interfaces in React

### SapientNitro | Leap Motion Development Intern

June 2015 - August 2015 | (Buckhead, GA)

### Gartner | Backend Software Development Intern

June 2014 - August 2014 & January 2015 - May 2015 | (Stamford, CT)

## EDUCATION

### Georgia Institute of Technology

#### MS Human-Computer Interaction

Graduation Date: May 2020

HCI Best Master's Project Award

GVU People's Choice Award

#### BS Computer Engineering

Graduation Date: May 2016

1st Place CompE Capstone Project

## PUBLICATIONS

Feinberg, R., Lakshmi, U., Golino, M., Arriaga, R. (2022).

ZenVR: Design Evaluation of a Virtual Reality Learning System for Meditation.

CHI '22, ACM Conference on Human Factors in Computing Systems.

DOI: 10.1145/3491102.3502035

## SKILLS

### Research

Survey	User Interview
Card Sort	Unmoderated Testing
Diary Study	Longitudinal Studies
Heuristic Eval	Usability Testing
Co-design	Affinity Mapping
Workshops	Qualitative analysis

### Design

Figma	VR/AR Prototyping
Adobe Suite	AI Prototyping Tools
Blender	Wireframes
Miro	Lo/Hi-fi Mockups
Storyboards	User Journey Map

### Technical

Unity VR/AR	Oculus/Meta Quest
C#	Pico + SteamVR
Python	ReactJS
Jira	HTML / CSS / JS

### Leadership and Service

Eagle Scout  
Volunteer Assistant Scoutmaster  
SF Zen Center YUZ Lead