

Matt Golino

Senior Product Designer

(917)-767-4011

mgolino16@gmail.com

<https://www.MattGolino.com>

<https://www.linkedin.com/in/matthewgolino/>

OVERVIEW

Senior Product Designer and researcher working across AI-integrated products, e-commerce, UX research, immersive technology, and design systems. I'm drawn to complex systems and products that need to feel clear, trustworthy, and human.

PROFESSIONAL EXPERIENCE

Zenni Optical | Senior Product Designer & Researcher

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

- Designed AI-integrated e-commerce experiences across AI Search, purchase-path UX, and a contextual Lens Customization Agent, helping users navigate complex product decisions with greater clarity and confidence.

- Led UX research across AI and purchase-path initiatives, translating UserTesting findings into product decisions, UX copy, interaction design, and iterative improvements.

- Contributed to design systems and migration work, creating and refining shared Figma components, responsive web/mobile patterns, implementation specs, and QA feedback for developer handoff.

- Led a 4-person product initiative from zero to launch as designer, researcher, and PM, shaping interaction models, testing, prioritization, and iteration for Zenni Vision VR on the Meta Quest Store.

ZenVR | Founder & Design Lead

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

- Founded and led an immersive meditation platform designed to support mental health across consumer, research, and clinical contexts, delivering mindfulness experiences to thousands of Meta, Steam, and Pico users.

- Directed product strategy, UX research, prototyping, user testing, and collaboration across research, design, engineering, and clinical partners.

- Designed immersive features including mindful rowing, lantern calligraphy, mixed reality walking meditation, and onboarding flows.

- Conducted mixed-methods research and translated findings into product direction, contributing to CHI publications on VR meditation.

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

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 user-facing retail web interfaces in React and AngularJS, contributing to tools used daily by thousands of car dealerships.

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

SKILLS

Design

Figma	AI Prototyping Tools
Adobe Suite	Responsive Design
Blender	VR/AR Prototyping
Wireframes	Lo/Hi-fi Mockups
Storyboards	User Journey Maps

Research

Survey	User Interview
Card Sort	Stakeholder Discovery
Diary Study	Unmoderated Testing
Heuristic Eval	Longitudinal Studies
Co-design	Usability Testing
Workshops	Qualitative Analysis

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

PUBLICATIONS

Bezabih, A., **Golino, M. J.**, et al. (2026). VR Meditation Training in Adolescent Mental Health Settings. CHI EA 2026. doi:10.1145/3772363.3798365

Feinberg, R., Lakshmi, U., **Golino, M.**, & Arriaga, R. (2022). ZenVR: VR Learning System for Meditation. CHI 2022. doi:10.1145/3491102.3502035