MATT BORDEY

Product Designer

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PROFESSIONAL SUMMARY

I've spent 8+ years building UI for web and mobile products across consumer, e-commerce, and entertainment. I'm strong in visual design, interaction design, and design systems, and I'm comfortable working across the full stack from early concepts through engineering handoff and QA. I use AI tooling daily to move faster without cutting corners on craft.

CORE COMPETENCIES

High-Fidelity UI Design | Visual Design | Interaction Design | Design Systems & Tokens
Component Libraries | Responsive & Mobile UI | Accessibility (WCAG) | Design QA & Specs
Wireframing & User Flows | Agile / Scrum | Cross-Functional Collaboration | Design Mentorship
Tools: Figma | FigJam | Adobe Creative Suite | Slack | Notion | GitHub | Expo | Supabase | Cloudflare

PROFESSIONAL EXPERIENCE

Senior Design Engineer
2016 – Present
Independent Consultant | Los Angeles, CA
- Designed web and mobile products for consumer, e-commerce, and SaaS clients, covering everything from early wireframes to final UI.
- Built design systems with reusable component libraries, keeping products consistent and making it easier for teams to move fast.
- Landed a 95% approval rate on first presentations, which kept projects moving and cut revision cycles by 30%.
- Improved campaign performance by ~25% by making design decisions grounded in research rather than guesswork.
- Used AI tools during discovery to spot edge cases and test copy directions before handing anything off to dev.

Lead Designer
2011 – 2016
Griswold | New York, NY
- Led a team of designers delivering iOS, Android, and responsive web products across a busy multi-client portfolio.
- Built a shared design system that got everyone on the same page and made onboarding new designers much faster.
- Ran weekly design reviews to catch problems early, before anything reached engineering.
- Mentored junior designers one-on-one, helping them get to a point where they didn't need sign-off on every decision.

Senior Designer
2010 – 2011
Disney Media & Entertainment Distribution | Burbank, CA
- Led UX and visual design for Disney Tickets Together, a social ticketing app that hit 500,000 downloads in its first year.
- Designed social and marketing creatives that moved the needle on audience engagement and merchandise sales.
- Worked closely with marketing, product, and engineering to ship on time.

Lead Designer
2007 – 2009
Shopit.com | Santa Monica, CA
- Redesigned the Shopit e-commerce app UI, driving significant user base growth within six months.
- Cut user churn by 35% by digging into competitor research and running ongoing usability testing.

EDUCATION

Bachelor's Degree, Graphic Design | Platt College Los Angeles, CA
1999 – 2003