

Andy Mathers

Senior Product Designer

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Experienced professional with over 15 years of work in user experience (UX) research, user interface (UI), and interaction (IxD) design. Skilled in working with cross-functional teams to improve user experiences through research, collaboration, prototyping, testing, and iterative design methods.

EXPERIENCE

Senior Product Designer (UX/UI)

2020 - Present

ClearGov, Inc.

Collaboratively contributed to the development and success of multiple cutting-edge government budgeting, planning, and operations SaaS applications, serving nearly 1000 local governments and school districts. Worked closely with a team of product managers, leveraging expertise in customer research, analysis, and product strategy to design and prototype innovative solutions. Additionally, managed and mentored a junior product designer, ensuring optimal design output and overall team success. Design systems expertise and close collaboration with front-end development teams enabled creation and management of scalable and efficient design systems, consistently delivering seamless user experiences and enhanced product performance. Key contributor to ClearGov's recognition as one of America's fastest-growing private companies for two consecutive years.

User Experience (UX) Design Consultant

2010 - 2020

Provide user experience (UX) research, user interface (UI) and visual design services for a wide range of B2B and B2C projects across multiple industries including healthcare, finance, manufacturing, and business services. Work iteratively and collaboratively with stakeholders, program SMEs, cross-functional product teams, marketing/design agencies to research, define, test, and create effective user experiences with measurable outcomes.

Project Highlights:

- Phoenix Contact - Internal and Global Application ([case study](#))
- GeoDecisions - Interstate Highway Planning Application
- Leidos - Department of Defense Inventory Application
- Donnelley Financial Solutions - Broker Collateral Management App
- Red Privet - Duke Health Website Optimization
- PA Dept. of Human Services - Call Center App ([case study](#))

Complete work experience available at <https://www.linkedin.com/in/andymathers/>

SKILLS

- Proficient in design thinking and user-centered design methodologies
- Able to translate complex data, workflows, and interactions into intuitive, user-friendly solutions that meet both user and business needs
- Highly skilled in prototyping and wireframing using Figma, Sketch or Adobe XD
- Solid foundation in visual design principles such as color theory, typography, and layout, utilizing gestalt principles to create effective and cohesive designs that communicate information clearly and intuitively
- Experience conducting user research and gathering insights to inform design decisions
- Ability to create intuitive and engaging interaction designs, with a focus on usability and accessibility heuristics
- Strong understanding of information architecture principles
- Skilled in collaborating with cross-functional teams and effective communication with stakeholders
- Knowledge and experience with agile development methodologies and integrating design activities into an agile workflow
- Proficient in creating and managing user stories and documentation using tools like Confluence and Jira

EDUCATION

B.S. Visual Communication

University of Delaware, Newark DE

Design Exchange Program

University of Wolverhampton, UK