

Matthew Rex Downham

325 9th Ave #1
San Francisco, CA 94118

M 415.264.0136

matt@matthewrex.com
<http://matthewrex.com>

Profile

As a designer, I strive to create fun, easy-to-use, and high-quality experiences and interfaces that connect with the user. And as a gamer myself, I'm especially passionate about crafting these experiences for games. While I focus on producing elegant and user-friendly results, I'm equally excited about the collaborative and creative journey, from concept to launch, that takes me there.

Experience

Lead UX/UI Designer, **Disney Interactive**; Palo Alto, CA – 2013-Present

Responsible for user flows, wireframes, storyboards, animation comps and production art for features across multiple games, most notably *Tiny Death Star*. Took feature design from concept to production phases. Also working on new, unreleased games. <http://games.disney.com/mobile-apps>

Principle UI/UX Designer, **Zynga**; San Francisco, CA – 2011-2013

Started at Zynga primarily working on UI art & design for *Zynga Poker Mobile*. That quickly evolved into owning the game's UX in addition to UI design & art; which even included a ground-up redesign. Contributed to feature designs alongside PMs and other game designers. Responsible for user flows, wireframes, storyboards, animation comps, production art and implementation. <http://zynga.com>

Marketing Designer, **ngmoco**; San Francisco, CA – 2011

Worked with internal and external studios to create marketing materials for new and unreleased games. Advertisements & Marketing were viewed in high profile games and apps across multiple platforms. <http://www.ngmoco.com>

User Interface Designer, **TinyCo**; San Francisco, CA – 2010-2011

Helped launch TinyCo's successful poker game, *VIP Poker*. Was responsible for all UI/visual design and production art for the game. Also provided UI design and production art for TinyCo's successful "*Tiny Chef*" game. <http://www.tinyco.com>

Advertising/Marketing Director, **Hard Knocks**; Orlando, FL – 2007-2010

Was responsible for every single piece of branding/marketing/advertising- including print, web, video, audio and more. Also responsible for all on-location materials, including interactive kiosks, retail displays and interior decoration. <http://www.indoorwar.com>

Education Full Sail University; Orlando, FL
Digital Arts & Design, A.A.S. - 2005

Professional Skills **Proficient**
Photoshop
OmniGraffle
Illustrator
After Effects
Final Cut Pro

Knowledgable
Xcode (Interface Builder)
SVN
HTML
CSS

Currently Learning
Unity3D

Projects Brushes, **Taptrix**
Created App Store icons & UI elements. - *Available on the App Store*

Inkpad, **Taptrix**
Created App Store icons & UI elements. - *Available on the App Store*

References **John Violano**
Software Engineering Manager, TinyCo
john.violano@gmail.com

Gavin Greco
Design, Penny Arcade
ggreco@penny-arcade.com

Cor Despota
Senior Producer, Disney Interactive
cdespota@gmail.com