

Dan Mataczynski

UX/UI Designer | Product Designer

Strategic and systematic designer, bringing real-world insights into creating intelligent solutions with an end-to-end human-centered design process that delivers compelling experiences which achieve business goals and exceed the user's expectations.



district-m.com
708.945.6507
dmataski@gmail.com
linkedin.com/in/danmataczynski
Chicago, IL

Experience

Deloitte, Remote - UX/UI Designer

June 2021 - Present

- ♦ Led the design of 4 products from 0-1 plus multiple version releases contributing to over \$16.4M through client engagements.
- ♦ Gather and define requirements to set expectations for milestones and translate into a product vision.
- ♦ Develop UX strategies that transform complex business and technical requirements to deliver design artifacts through end-to-end design thinking processes that solve for business and user goals improving completion efficiency by an estimated 20%.
- ♦ Implement AI strategies to identify GenAI opportunities that enhance the products usability
- ♦ Collaborate with stakeholders and cross-functional teams through workshops that ensure alignment on expectations, strategy, and design solutions.
- ♦ Conduct usability testing to validate design solutions met user's goals.
- ♦ Support the team through iterative approaches to maintain and extend the products use cases ensuring alignment with business and user goals.
- ♦ Established and managed new product brand identities and design systems.

EXOS, Remote - User Experience Designer | Architect

October 2018 - January 2021

- ♦ Developed UX strategy and design to deliver 3 new products for each business channel.
 - Member - Enhanced member engagement with fitness programs and virtual classes.
 - Coaching - Facilitated coach enablement to member data access and class management.
 - Facility - Increased facility and class check-in compliance through kiosk.
- ♦ Worked through the entire product evolution with an end-to-end design process that spanned research, strategy, ideation, validation, visualization, and learning..
- ♦ Collaborated with cross-functional teams to ensure functionality, usability, and brand guidelines were implemented to achieve business goals.
- ♦ Supported engineering team with annotated wireframes and interactive prototypes.

General Assembly, Chicago, IL - User Experience Design Student

March 2017 - May 2017

- ♦ Developed and implemented user-centered design methodologies.

D. Architectural Metal Solutions, Inc, Alsip, IL - Project Manager

May 2011 - October 2016

- ♦ Managed multiple high value (\$100k-\$1m+) projects from preliminary design through fabrication with an agile workflow. Delivered on schedule and under budget.
- ♦ Developed a thorough understanding of business objectives of internal and external stakeholders, building trust by maintaining an accurate and achievable roadmap.
- ♦ Directed design solutions with drafting team to facilitate unforeseen design/fabrication issues keeping project on schedule.
- ♦ Aligned with field contractors on installation blueprints to ensure the product was manufactured to field specifications and preventing installation delays.
- ♦ Coordinated with production managers for optimal fabrication to ensure shipping of products was on time and within scope.
- ♦ Communicated with production managers, stakeholders, engineers, and drafting team to keep transparency and alignment throughout all phases of the project.

Skills

User Experience Design
User Interface Design
Product Design
Interaction Design
Information Architecture
Wireframing
Prototyping
Visual Design
User Research
Usability Testing
Vibe Coding
Service Design
Project Management
Analytical Thinking
Agile

Toolset

Figma
Figma Make
VS Code + Copilot
Adobe CS
FigJam
Miro
HTML & CSS

Education

General Assembly
User Experience Design Immersive

Columbia College Chicago
BA - Interactive Multimedia
Video Concentration

Ext. Experience

JK Consulting, IT Consulting
May 2010 - May 2011

Anderson Associates Architects,
Architectural Drafter/Designer
March 1999 - October 2008