



*Matthew Suber: Art Director, UI/UX Designer, Product Manager, and creative problem solver*  
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**SUMMARY** Award-winning, multidisciplinary, user experience and visual designer specializing in interfaces for mobile and digital displays with an affinity for games, multichannel user-engagement, and consumer experience strategy.

Portfolio and blog can be found at [www.matthewsuber.com](http://www.matthewsuber.com) and [www.andsometimesidohis.com](http://www.andsometimesidohis.com).

**WORK EXPERIENCE** **At SapientNitro** as a Mobile and Digital Display Designer specializing in interface and user experience design for tablet, mobile, and web from 2011 to present. Client work includes:

- Ann Taylor, designed in-store tablet experience for the retailer
- Adobe, designed conferencing platform for events and engagements
- Chrysler, created web and mobile concept work for connected-vehicles

**At CNN** as a Production Designer working along side developers, UX designers, editors, and content producers to provide engaging user experiences including complex data-visualizations, UI for mobile web and applications from 2007 to 2011. Key projects included:

- Applications for Android phone and tablet, UI and UX design
- iPad app, UI design
- ElectionCenter app, UI and product design for iOS, Android and RIM
- iPhone app, UI design and product development
- Mobile webkit site, Production designer

**At InnovCare Design Solutions** as a Designer on contract while in school working with web concepts for clients, developing iconography, and creating marketing collateral for company's self-promotion in 2007.

**At Deep Blue Digital** as a Design Intern concentrating on web production design, color correction, web mockups, and photo retouching in 2005.

**FREELANCE WORK** **2011** Designed mobile UX and UI for the internet-startup Synkup.com. The application is currently in development.

**2007** Designed identity manual for Georgia Brain Train Group's Athens to Atlanta project (A2A), ranging from logo development and way-finding. Final version of the manual was presented in Spanish and English to the Georgia Brain Train Group.

**2006** Developed poster designs and animated ad for Lifetime Television Original Movie entitled "Fatal Desire." Collaborated with art director and discussed ideas on approach having studied materials, a screen play, and promotional photos.

**2006** As a student designed print and animated concept art for CNN Exchange (now "iReport") and presented work to executives.



**PERSONAL PROJECTS** **At Mowgli LLC** as co-owner and User Experience Director working with a rag-tag team of game designers, developers, and illustrators to create music-based social networking games and music oriented utilities from 2011 to present.

- Songster, directed UX for Mowgli's flagship product for Facebook
- ZoozBeat, redesigned UI for the music-oriented utility for iOS

**With "StampFoto,"** In early UX stages for a mobile product that aims to give users a certain level of control and ownership of content that is shared on the web from 2012 to present. Work and involvement includes:

- User experience design
- Creating and identifying user profiles
- Mapping user flow
- Product development

**PUBLISHED WORK** **2010** Sound design for "Two" animated short  
**2008** Featured designs in "Form: Artistic Independence" book  
**2007** Editorial art direction for Moxie Magazine, Summer 2007 Issue

**AWARDS** **2011** Spring CINE Golden Eagle Awards for "Two" film  
**2010** SND Annual Award for World's Best Mobile Tablet App for CNN  
**2010** SPD GALA Award – Site of the year for CNN.com  
**2009** Macworld Best News App - CNN for iPhone  
**2008** Peabody Award for CNN.com political coverage

**PROFESSIONAL TRAINING** **2010** Toastmasters International  
**2010** Agile training at CNN Center PDC  
**2008** Management skills-from CNN Center PDC  
**2008** Action Script 3-from Emory University  
**2007** Business networking-from CNN Center PDC

**EDUCATION** **2007** Georgia State University BFA Graphic Design

**SKILLSET** Adobe Creative Suite including After Effects, HTML, XML, CSS, Curious mapping software, working knowledge of AS3, Microsoft Office, Propellerhead Reason, Ableton Live, data visualization

**RECENT READS** "Blue Ocean Strategy" by W. Chan Kim  
"Glimmer" by Warren Berger  
"Ender's Game" by Orson Scott Card  
"Designing Interactions" by Bill Moggridge  
"Outliers" by Malcolm Gladwell