

# MATT LUMPKIN

Designer, Thinker, Leader

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## EXPERIENCE

### Director of Web & Mobile Development

#### Fuller Graduate Schools

2015 - ongoing Pasadena, CA

Lead a team of designers and developers at a large collection of grad-schools across the United States that serve a global student body.

- Pioneered design thinking focus in a traditional higher-ed setting to accelerate growth in online programs sufficient to out-scale face to face classes
- Accomplished strategic objective of expanding into non-degree course offerings by orchestrating outside partnership
- Since joining the team, I have **individually** researched, designed, built, and launched 7 web and mobile applications both for public facing and internal, enterprise users

### User Experience Strategist

#### Fuller Graduate Schools

2012 - 2015 Pasadena, CA

Championed user-driven-design approach within an engineering focused team. Served as **individual contributor** providing user research, iterative prototyping, information architecture, web development, user experience design, project management, deployment and support.

- Contributed UX, UI design and production web code for many enterprise focused web applications including:
  - iCare: student relationship management for advisors
  - Course Schedule: staff & student facing interface for managing and updating course data
  - eReserves: comprehensive web and desktop solution for course readings from copyright permission to class
  - Fuller Intranet: mobile-first, secure, enterprise intranet

## CONSULTING

### Med-tech product strategy; intranet UX design

Forward Advantage - Medical Software

### User Research, UI Design, Product Design Strategy

Fourleaf.co - Music Industry focused social App

### Web & Marketing Strategy

confessingfaculty.org - Christian Faculty Advocating for Social Justice

## STRENGTHS

UX / UI Design

User Research

WordPress

PHP / SQL

Sketch

Information Architecture

AdobeCS

Rapid Prototyping

Design Ethics

Product Development

Pitching

Ideation

Strategic

Learner

Futuristic

Intellection

## SIGNATURE PROJECTS



### bgAWARE

2018 - Present Palo Alto, CA

disruptdiabetes2018.com

personal, discreet, ambient blood glucose awareness wearable for people living with type 1 diabetes



### CharacterMe Mobile App

2015 - Present Pasadena, CA

bit.do/CharacterMe

Brain-training app for building character optimized for research.



### The Quad

2012 - Present Pasadena, CA

Online community bridging global student body to institution

# SIGNATURE PROJECTS IN DETAIL



## bgAWARE

2018 - Present Palo Alto, CA  
disruptdiabetes2018.com



bgAWARE is a new way for people living with diabetes to have glucose awareness without disruption. Our watch apps and new wearable device transform blood glucose monitoring from one more way that diabetes interrupts your life, to a personal, discreet, ambient awareness of what's happening with your body as a new sensory experience.

- **Roles:** Lead Designer, user research, product design
- Innovated the leap from threshold based alarms to ambient awareness, including collaboration with Dr. David Eagleman
- Solely designed and built the first two rounds of works-like prototypes for user testing



## CharacterMe Mobile App

2015 - Present Pasadena, CA  
bit.do/CharacterMe

CharacterMe is a Brain-training app optimized for research using games and challenges that built patience and help young people learn to resolve conflicts.

- **Roles:** user research, UX / UI design, project management
- Solved core deliverable of gamifying the process of building patience, self-control, and emotional awareness
- Designed unique architecture across iOS, Android and browser
- Collaborated with social science researchers to meet academic rigor and IRB requirements
- Authored multiple grant proposals for future development and expansion of the product from research phase to public launch



## The Quad

2012 - Present Pasadena, CA

Online community bridging a global student body to the institution and one another through student led conversations, posts & news.

- **Roles:** user research, design of UX / UI, logo, branding, web development (PHP, javascript, HTML, CSS), project mgmt
- Pioneered the use of user interviews with students before setting features, challenging "if you build it they will come"
- In 5 years of continuous use by hundreds of daily users we've only had to intervene twice for conversation moderation
- Strategized new marketing and rebranding launch after 2 years

# INTERESTS

Woodworking

Photography

Painting

Transhumanism

Scoring Films

Cosmology

Social Science

Diabetes

Tikun Olam

# RECOGNITION

## Disrupt Diabetes Design Challenge - Stanford, IDEO - 2018

Led winning team in 10wk design process & pitch day. Invited to present further work at 2018 DiabetesMine Innovation Summit.

## Society for Research in Child Development - UC Irvine - 2016

Invited to present CharacterMe project to SRCD members in Symposium

## Southern California Christians in Science Conference - 2016

Led Panel discussion on Kevin Kelly's "What Technology Wants" on tech as evolution.

## Human Factors Engineers Society UX Design Challenge - 2015

Led winning team in prototyping competition

# EDUCATION

## M.A. Religion

### Fuller Graduate Schools

2007 - 2011 Pasadena, CA

- Focused on technology's influence on religious movements past and present
- Emphasis in Islamic Studies
- Worked to understand the relationship between culture, power and religious identity in U.S. and abroad

## Hospital Chaplain Residency

### Baptist Health

2005 - 2007 Little Rock, AR

- Was present with hundreds of families during their loved-ones' deaths
- Led Spirituality groups with mental health and 12 step recovery in-patients
- Set curriculum and mentored first-year residents acclimating to the emotional rigor of the work

## B.A. Philosophy & Ethics

### Ouachita University

1999 - 2003 Arkadelphia, AR

- Awarded for excellence in Philosophy
- Traveled & Studied abroad in Germany, the U.K., China
- Graduated debt-free through a combination of Scholarships & work as a film photographer