

MATT LUMPKIN

Designer, Thinker, Leader

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EXPERIENCE

Asst. Director of IT for Web & Mobile

Fuller Seminary

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-degreed course offerings by orchestrating outside partnership
- Launched and support 7 web and mobile applications since joining the IT team

User Experience Strategist

Fuller Seminary

2012 - 2015 Pasadena, CA

Championed user-driven-design and user focus within a team focused on engineering. Led LEAN initiatives for cross-functional teams reframing processes prioritizing student user experience over staff preference.

- Pioneered ground-up redesign of academic library website balancing stakeholder needs with user feedback, weaving together a wide array of 3rd party software with intuitive design
- Designed and built a secure, professional web app for internal communication (employee intranet) with sub-sites for team knowledge base process documentation
- Spearheaded an initiative to envision, design, build and launch an online student community bridging global student body to institution and one another

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

HTML / CSS / LESS

AdobeCS

Rapid Prototyping

InVision

Project Management

Agile

Ideation

Strategic

Learner

Futuristic

Intellection

SIGNATURE PROJECTS



CharacterMe Mobile App

2015 - Present Pasadena, CA

bit.do/CharacterMe

Brain-training app for building character optimized for research.



Fuller Intranet

2014 - Present Pasadena, CA

Mobile-first, secure, professional web app for internal communication with sub-sites for team knowledge bases



The Quad

2012 - Present Pasadena, CA

Online community bridging global student body to institution

SIGNATURE PROJECTS IN DETAIL



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.

- 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
- Served as lead designer, project owner and project manager



Fuller Intranet

2014 - Present Pasadena, CA

Mobile-first, secure, professional web app for internal communication with sub-sites for team knowledge bases.

- Skillfully redirected the addition of new stakeholder mid-project into renewed momentum for project implementation
- Pushed for user-research phase wherein we discovered process documentation best practices from top performing departments to incorporate in our design
- Designed an automated group-assignment process fed by existing single-sign-on user-flow
- Served as lead designer, technical builder and project manager



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.

- 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 push and rebranding launch after 2 years in production
- Served as lead designer, builder and product owner

INTERESTS

Woodworking

Photography

Painting

Transhumanism

Scoring Films

Cosmology

Social Science

Diabetes

Tikun Olam

RECOGNITION

Society for Research in Child Development - UC Irvine - 2016

Invited to present CharacterMe in Symposium on "Developing Character Strengths and Prosocial Engagement through Mobile Technology and New Media Platforms"

Human Factors Engineers Society UX Design Challenge - 2015

Led winning team in prototyping competition

Educause Learning Initiative Conference - 2014

Invited to present the Quad as a model for developing community among online students

iAnnotate Annual Conference - 2013

Invited to present Read-Together.com

EDUCATION

M.A. Religion

Fuller Seminary

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