

# 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-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 Seminary

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

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, enterprise 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.

- **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



## Fuller Intranet

2014 - Present Pasadena, CA

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

- **Roles:** user research, UX / UI design, web development, information architect, project manager, site-admin trainer
- 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



## 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

## 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"

## 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

## Educause Learning Initiative Conference - 2014

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

# 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