

# MATTHEW AGUILA

SEATTLE, WA

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## CONTACT

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## EXPERIENCE

### Remitly

November 2020 – Present

#### Senior Product Designer

I am currently leading North America product design to improve the lives of immigrants and their families via financial services.

- Defined the 3 to 5 year vision and strategy for Remitly by collaborating with leadership on redesigned product focus as well as new product offerings.
- Redesigned Remitly's send flow based off customer research and usability best practices to improve speed of completion and address major customer pain points.
- Designed for native, mobile web & desktop platforms for all North America customers.

### Sterling

2017 - 2020

#### Senior UX Designer

I led a five-person design team that focused on unifying four separate background screening applications into a single modern responsive experience.

- Defined UX strategy for our team processes based on scope definitions.
- Implemented a design sprint process for large workflows.
- Evangelized value-based product initiatives within the product org.
- Defined qualitative and quantitative measurables to validate success.
- Strategized a successful pattern library for design handoff.

### Microsoft

2014 - 2016

#### UX Designer II

I was the only designer for an Incident Management team in Microsoft Azure, designing the front-end user experience for incident management, analytics, monitoring, and diagnostics.

- I led user research, prototyping, testing, and responsive design efforts in order to clearly map the user path across all tasks.
- Led the weekly design portion of team scrums in order to design ensure bugs and issues were clearly understood across the entire development team.
- Conducted user research interviews and tested redesigns with on-call engineers iteratively, ensuring favorable outcome with end users.

### Getty Images

2011 - 2013

#### UX Designer

I designed experiences for Getty Images' online platform for images, video and music.

- I was responsible for all phases of the UX development process (Opportunity identification, conceptualization, design and implementation).
- I led weekly design sprints for a mixed team of developers and designers, enforcing industry standard design processes for feature buildout, including wireframing, prototyping, responsive design, testing, and releases.
- Evaluated the effectiveness of new and existing products by leading usability studies and using heuristics, personas, and primary pathways to review.
- Oversaw analytics investigation and planned with development to test and iterate designs.
- Conducted user research interviews to test prototypes, collect data and create personas.

### Education Dynamics

2007 - 2011

#### Lead Interactive Designer

I focused on lead generation, CRO and UX design for users looking to advance their careers online.

## EDUCATION

Brooks Institute

2003 - 2006

Bachelor of Arts, Visual Communication