MATT M. DAVIS

USER EXPERIENCE, UI + INTERACTION DESIGN, CREATIVE VISION

UX Designer fascinated with pushing the envelope of design in immersive and traditional spaces.

WORK EXPERIENCE

Lenovo / UX/UI Designer / June 2017 – Present, Raleigh, NC

Augmented Reality

Design experiences that cross software and hardware. Collaborate with product management, research, industrial design, software development, and engineering teams to sort through requirements and the discovery process, translating these findings into concept visions, information architecture, interaction design guidelines, wireframes, workflows, detailed UI graphics, and firmware to inform designs for review and development.

Drove prototyping efforts to prove out compelling experience features pertaining to gaze-based keyboard UI frameworks, controller-based selection paradigms, and dynamic tertiary menu systems.

Led a multidisciplinary user experience team to inform best design and interaction practices for how to manage gaze-based selections. Directed brainstorming and funneling of concepts, drafting of the research protocol and tasks, definition of error and success states for usability testing, summary of design recommendations, and stakeholder presentation.

Designed the UI framework that was adopted for our ThinkReality home menu UI shipped in July 2021.

Supporting the development of AR hardware, firmware, and accessories via concept visioning, usability review, and anthropometric measures. Conducted iterative research and associated ergonomic efforts for the design of Lenovo's first enterprise AR HMD solution – ThinkReality A6.

Smart Office (SaaS)

Lead UX/UI designer for Lenovo's Smart Dock Console, a new enterprise grade connected device web management platform, advanced dynamic telemetry dashboard, and desktop provisioning applications. Delivering product vision, information architecture, UI specifications, detailed visual design assets, accessibility compliance for keyboard navigation and screen narration, and working directly with developers and project managers abroad for implementation. Software launches Fall 2021.

Innovation Projects

Lead brainstorm workshops and small internal multi-disciplinary teams to conceptualize, research, pragmatically decision make on, and prototype product experiences to shape the future of Lenovo's computing business.

Lextant / UX/UI Design Intern / June – Aug 2015, Columbus, OH

Developed wireframes and flow diagrams for multiple vehicle infotainment system apps (i.e., home, phone, audio, & navigation). Built the concept's first interactive prototype, supported development of the experimental design, and conducted A/B testing.

USSOCOM / Research Associate / June – July 2014, Florida

Conducted card sorting activities, evaluated storyboards, and designed UI concepts for monocular and optical see-through devices.

EDUCATION

Virginia Tech / MS Industrial & Systems Engineering
Aug 2014 – May 2016

Human-Computer Interaction & Human Factors specialization. Explored free-hand gesture interaction techniques and the design of menus for mixed-reality applications.

Virginia Tech / BS Industrial & Systems Engineering
May 2009 – Aug 2014

SKILLS

Design / Product vision ● Pragmatic decision-making & concept delivery ● Concept drafting ● Wireframes & mockups (hardware & software) ● Information architecture ● UI specification ● Visual design ● Motion behavior definition & design ● Iterative XD prototyping ● Embodied interaction design (head gaze, gesture) ● Peripheral interaction design (controller, phone, PC) ● Firmware writing ● Executive presentation ● Section 508 accessibility

Research / Heuristic evaluation ● Competitive assessment ● Archetyping ● A/B testing ● Experimental design ● Hardware & software usability evaluations ● Ethnography ● Surveying

Tools / Adobe XD ● Microsoft Office (*"A PowerPoint Wizard"*) ● Dscout (5 studies) ● *Experimenting* with Figma, Tvori, & PS Dreams

RECENT CONFERENCE ATTENDANCE

Adobe MAX 2020 ● HFES 63rd International Annual Meeting 2019 ● XD Immersive 2019 ● Virtual Reality LA 2018

PUBLICATION

2016 IEEE Virtual Reality

Depth-based 3D Gesture Multi-level Radial Menu For Virtual Object Manipulation
MM Davis, JL Gabbard, DA Bowman, D Gracanin

LAUNCHED PRODUCTS

Lenovo Software / ThinkReality AR home menu, apps, firmware, & interaction guidelines ● Lenovo Quick Clean desktop application

Lenovo Hardware / ThinkReality A6 & A3 (HMD, controller, carrying case, user guide, compute pack, accessories, packaging) ● X/P/T-Series Notebooks ● USB-C docks ● Misc. accessories

Additional Products / Honda Acura Precision Cockpit *Human-Machine Interface* (2017) ● NASA TAIGA EFB *User Interface* (2015)

5 Patents protections pending