

Matt Eriksson

UX Researcher

Highly motivated UX Researcher dedicated to finding solutions through research, testing and design to meet user and business needs. A passion for the end-to-end UX/UI design process to help solve complex issues to help drive success. Brings an entrepreneurial spirit and team-player mindset cultivated across hundreds of global, creative projects.

PORTFOLIO

www.matteriksson.com

CONTACT

✉ matteriksson@gmail.com

☎ 07891 326 450

📍 London, UK

🌐 [linkedin.com/in/matteriksson](https://www.linkedin.com/in/matteriksson)

RELEVANT EDUCATION

Certified UX Designer

Careerfoundry, July, 2019

Over 500 hours of intensive UX design training working on real-world projects, specialising in UX process and methodology. Additional specialisation in Frontend Programming learning HTML, CSS and Javascript.

Frontend Development

Careerfoundry, October, 2019

Frontend specialisation for UX Designer. Languages included HTML, CSS, Javascript. Course also covered responsive layouts and GitHub.

Design Thinking

IDEO, April, 2020

UX Design: Analysing Data

LinkedIn Learning, January 2020

UX for Voice

LinkedIn Learning, November, 2019

Usability Testing Bootcamp

Udemy, August 2019

B.A. Communications

Kean University, New Jersey, US

TOOLS

Sketch
Figma
Principle
InVision Studio
Overflow
Balsamiq
Adobe XD
Miro

SKILLS

User Research
User Personas
IA
Wireframing
Prototyping
User Testing
UI Design
HTML/CSS

LANGUAGES

Fluent in English and Swedish

PROFESSIONAL EXPERIENCE

Stormbound Creative / UX Researcher & Designer

2018 - Present

- Conducted in-person interviews and remote testing for large UK retailer website. Analysed and presented findings to stakeholders.
- Development of app for business tracking behaviours in canines. Responsible for defining objectives, user research, stakeholder management, IA, user flows, wireframes, testing and prototypes.
- UX Designer at Ignite Hubs online learning platform aimed at children and young adults. Identify and outline brand and business requirements, research, stakeholder management, IA, dataflows, personas, journey mapping and more.
- Volunteer UX Designer at Pride in London working with agile team supporting with research, IA and UX activities across website and app.
- Researched, designed and prototyped app for meditation business. Conducted user testing and compiled deliverables for development.
- Conducted research and interviews for educational government online safety initiative for young adults. Developed concept and wrote copy for project which led to commission.
- Conducted research, interviews and presented findings to large studio on creative, digital and brand portfolio, workflows, technical pipeline and future forecast.
- Project Lead on various projects for broadcaster. Projects included both content and digital products across multiple screens.

The Walt Disney Company / Manager of Creative & Production

2008 - 2018

- Established and led production team within company to meet the needs for branded content resulting in a 'go-to' production hub for broadcast, digital, other LOBs and territories within the company.
- Continually adapted and streamlined production pipeline to fulfil growing demand from retail partners, emerging platforms and shifting audiences.
- Worked closely with digital teams in development and testing of digital initiatives covering mobile, app and desktop.
- Worked closely with research teams, conducted viewer research and utilised commissioned research for purposes of content development.
- Supervised creative and production teams throughout the full production process from ideation and creative iteration to delivery based on business goals and brand values while ensuring high production value.
- Led stakeholder meetings to inform and build confidence with internal stakeholders including legal, compliance, finance and marketing while managing external agencies and freelancers.

The Walt Disney Company / Manager of New Media & Creative

2006 - 2008

- Commissioned and oversaw the end-to-end development, testing and launch of multiple digital projects such as VOD players, online games and interactive webapps.
- Managed team of 16 producers in delivering on-air, marketing and retail creative assets and content based on business and brand strategy for UK and EMEA markets.