

Matthew Incardona UI/UX Designer

Human-Centered Computing graduate with hands-on experience in UI/UX design, web development, and client projects. Skilled in Figma, accessibility, and responsive design. Looking to grow as part of a collaborative design team.

Skills

- User Research & Usability Testing:** Conducting qualitative and quantitative research, user interviews, usability studies, and competitive analysis to inform design decisions.
- UI/UX & Interaction Design:** Creating and utilizing design systems, wireframing and prototyping, accessibility best practices, and interaction design principles using Figma and Adobe Creative Suite.
- Cross-Disciplinary Collaboration:** Working closely with developers to ensure implementation accuracy, supporting product and engineering teams across the full design cycle, adapting to shifting priorities and contributing to evolving project needs.

Experience

Freelance Web Designer

- July 2022 - Present
- DouxDolci Web Design - Stony Brook, NY
- Leading the full design process in Figma, from research and wireframes to developer ready prototypes, with a focus on responsive, accessible design that follows WCAG guidelines.
 - Collaborating with local businesses and nonprofits to plan, design, and launch custom websites, adapting to client goals and feedback.
 - Writing HTML, CSS, JavaScript, and PHP to bring designs to life and customize site functionality.

Student Manager, Junior Systems Administrator

- January 2022 - December 2024
- CADTech - Rochester, NY
- Provided immediate tech support to over 200 students and faculty, diagnosing hardware and software issues.
 - Tracked tickets with tools like Jira and Deskpro, and offered peer support to a team of IT student workers.
 - Acted as a bridge between students and university IT leadership, helping translate tech needs into action.

Agile Process Intern

- June 2023 - August 2023
- Peraton - Reston, VA
- Improved an important internal tool by making search easier and organizing information more clearly, helping employees find and update resources faster.
 - Collaborated with different teams to understand their challenges, then created and tested design ideas using Figma to make the tool more user-friendly.

UI/UX Dev Researcher

- January 2023 - May 2023
- Open@RIT - Rochester, NY
- Designed and built websites that showcased open source projects. Used web languages and Figma, focusing on accessible structure, clear hierarchy, and smooth deployment.
 - Researched and recommended a platform to host a professor’s grant project, presenting options, incorporating feedback, and identifying the best fit for content, usability, and long-term goals.

Education

BS in Human-Centered Computing

Rochester Institute of Technology, Rochester, NY
Graduated December 2024, 3.7 GPA

Links

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