Brendan Matkin

Interaction Design/Creative Tech

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Portfolios: brendanmatkin.com // linkedin.com/in/brendanmatkin

I work at the intersection of design, tech, research, and art to create meaningful experiences that align user needs with business goals. I love rapid, early, lo-fi prototypes, steady iteration, and building new things. I can speak technical and design languages to translate between disciplines. I focus on contextual and field-based research for understanding user and stakeholder perspectives and goals.

Skills & Expertise

➔ Product Design & UX
➔ Learn New Fields Quickly
➔ Full Stack Dev
➔ Translate Info Across Disciplines

➔ Prototyping
➔ Pattern Recognition
➔ Research (Users, Stakeholders, Solutions)
➔ Strong Intuition of Future Obstacles

Experience

Airdar Inc. // Edmonton, AB 2018-current
Principal Product Design + R&D
➔ Design (and build) client-facing and internal analysis apps; typically browser-based
➔ Prototype variety of custom sensors for remote use, including data & power solutions
➔ "Extract" and document proprietary analysis procedures
➔ Prototype variety of software solutions & experiments

Tangible Interaction Design Inc. // Vancouver, BC 2016-2018
Head of R&D, Experience Design Lead
➔ Designed and implemented the interaction and tech. for several large, award-winning projects (from sketches to hardware dev to user testing to installation) all over the world
➔ Consistently solved unique interaction problems on *extremely* tight budgets and schedules
➔ Prototyped at least 30 novel tangible interfaces/interactive systems over two years

Freelance/Contract // AB, BC, QC, Int'l 2011-current
Interaction Design
➔ Practice focused on extensive prototyping, experimentation, iteration, testing and evaluation
➔ Empathetic understanding of stakeholder and user goals through practice of genuine curiosity, research, and qualitative analysis
➔ Strong ability to learn and apply new tools and technology quickly
➔ Contributed to 13+ academic publications in the areas of Design Research, Tech, Tangible and Embodied Interaction, Social Computing, Children's Interaction, and Museum Studies

Education

MA, Interactive Arts & Technology // Simon Fraser University, Spring 2018
(Master of Arts - HCI; Thesis: *Embodied Cultural Values in Tangible Interaction*)

BFA, New Media *(with Great Distinction)* // University of Lethbridge, Fall 2013
(Bachelor of Fine Arts - Interaction Design)