

Hello! 🙋 I'm **Matt Bulbul** – a product designer focused on UX/UI design, visual design, and branding.

mattbulbul.com
hello@mattbulbul.com
408.475.0308

Work experience

King - UI/UX Designer

May 2020 - Present, San Francisco Bay Area

I focus on the UI/UX design of the Candy Crush Royalty Program. Working with UX designers, developers, product managers to develop a new platform that brought in a 50% conversion rate for new sign-ups. Designing new mockups, components, wireframes and user flows for cross-platforms.

Karmia - Senior UI/UX Designer

Sep 2019 - May 2020, San Francisco Bay Area

Collaborated and led the product team to provide tailored user experiences. Helped and mentor junior designers. Developed wireframes, storyboards, mockups, prototypes, and more to communicate interaction and design ideas. Helped UXers for research, interviews, and testing activities to get closer user insights.

Apple - Interactive Production Designer

Aug 2019 - Sep 2019, San Francisco Bay Area

Via Hogarth Worldwide worked at Apple for new product launch. Collaborated with the product team to provide localized user interface designs. Developed mockups and prototypes for iPhone, iPad, Apple Watch, and Catalina.

BRANDCLINIC - UX Designer

July 2016 - Aug 2019, San Francisco Bay Area

Worked for multiple projects including high quality UX design solutions through wireframes, visual, and branding guidelines, design systems, flow diagrams, storyboards, site maps, high fidelity mockups and prototypes.

Le City deluxe - Art Director

April 2014 - July 2016, Florida

Created magazine layout designs, developed templates for e-newsletters, presentations and sales kits. Designed UI and layouts for social media accounts.

Havas Worldwide (Euro RSCG) - Graphic Designer

September 2010 - April 2014, Dubai

Developed creative concept designs and presentations for clients like Air France, Jotun and Evian. Oversaw all design projects from conception to delivery.

Education

Designlab - UX Academy

User Experience Design
September 2019

Designlab - Design 101

Design Systems
June 2019

Mega University

Graphic Design
June 1999

Skills

Brand

Design Systems & Style Guides,
Visual Brand Identity & Brand Development.

Design

Visual Design, Interaction Design,
Wireframes & Mock ups, Rapid Prototyping.

Research

Design Exploration, User Research, Survey,
Interview, Usability Testing, A/B Testing,
Feedback Review, Persona & Scenario.

Tools

Pen and Paper, Sketch, Figma, Zeplin,
Invision, Photoshop, Illustrator, inDesign,
Slack, Jira, Balsamiq, XD.

Languages

English, Russian, Turkish.

Achievements

Patent pending product design.

St. Francis College Brooklyn, NY
2015 - 2016 Guest Speaker / Branding

Volunteer at Peace Islands Institute
helped to organize events and forums
to develop perspectives on social issues
and build relationships among diverse
cultures and traditions.