

Matthew Irvine Brown
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Experience	Founder/Director, Extraordinary Facility Extraordinary Facility is a design studio for learning and play.	May '16 – present
	Freelance Interaction Designer Working with individual clients and consultancies, largely in the US and UK.	May '16 – present
	Designer/Prototyper, Apple Worked as part of the Human Interface Device Prototyping Group, a small team leading exploratory interface design and prototyping for future product ideas. Managed interns and led the team during manager absences.	May '11 – Apr '16
	Senior Designer, BERG Full-time contractor then permanent part-time, managing and leading design and production work across client-facing interactive and print work, as well as internal product development.	Nov '09 – Apr '11
	Freelance Interaction Designer, London Working with individual clients and consultancies, in particular BERG, Wieden & Kennedy and The National Maritime Museum, London	Nov '09 – Apr '11
	Lead Interaction Designer, Last.fm User interface design lead for web, client software and hardware partnerships, working with in-house developers and external partners.	Oct '07 – Nov '09
	Designer, User Experience, Nokia Design User interface design, service design concepts and prototyping, focused on internal consultancy for the NSeries range.	Sep '06 – Sep '07
	Freelance Interaction Designer, London Working with individual clients and consultancies, in particular Airside.	Aug '03 – Sep '06
Education	MA Interaction Design Royal College of Art, London (Terence Conran Foundation Award 2006)	Sep '04 – Jun '06
	Postgraduate Certificate in Education (Art & Design) Goldsmiths College, University Of London	Sep '03 – Jun '04
	BA (Hons) Interaction Design (First Class) Ravensbourne College of Design and Communication	Sep '00 – Jun '03
Practical Skills	Highly skilled in software for graphic design (Photoshop, Illustrator etc).	
	Skilled in prototyping for mobile, desktop, interactive products and environments (Swift, Unity, Processing, HTML/CSS/JS, Max/MSP, PureData, Quartz Composer), software for animation and film (After Effects, Final Cut Pro), and software for sound design and music (Live, Logic).	
	Working knowledge of prototyping electronics with Arduino, and software for 3D/Games (Cinema 4D, Blender).	