

Matthew Irvine Brown
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Experience	Independent Design Consultant, San Francisco New York Los Angeles Primarily working in early-stage invention and development across products, services and media. Clients include R&D at The New York Times, Ableton, LoveFrom, and Google X. Most projects focus on physical/digital prototyping to explore new strategic opportunities and reduce risk.	May '16 –
	Founder/Director, Extraordinary Facility Design consultancy focused on learning and play. Clients include Toca Boca, The US Department of Education, Brilliant.org and Mount Sinai Health System. Operates as a network of experts across design, tech and education.	Sep '16 –
	Designer/Prototyper, Apple, Cupertino Worked in 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, London 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
	Independent Design Consultant, London Working with individual clients and consultancies, usually as part of studios and agencies including Airside, BERG and Wieden & Kennedy.	June '03 – Apr '11
	Lead Interaction Designer, Last.fm In-house interface design lead across web, client software and hardware partnerships, working with in-house developers and external partners.	Oct '07 – Nov '09
Education	Designer, User Experience, Nokia Design Interface and service design concepting and prototyping, focused on internal consultancy for the NSeries range.	Sep '06 – Sep '07
	MA Interaction Design Royal College of Art, London	2004 – '06
	Postgraduate Certificate in Education (Art & Design) Goldsmiths College, University of London	2003 – '04
	BA (Hons) Interaction Design (First Class) Ravensbourne College of Design and Communication	2000 – '03
Practical Skills	Fluent across most graphic design staples (Adobe products, Figma etc). Highly skilled in prototyping for interactive products, services and environments (Swift, Unity, Processing, HTML/JS), animation and film (After Effects, Final Cut Pro), sound design and music (Max/MSP, Pure Data, Ableton Live, Logic). Working knowledge of prototyping electronics (Arduino etc), modelling for 3D/Games (Cinema 4D, Blender, Rhino, Solidworks etc) and sketching in hardware (laser cut/3D printed rigs etc).	