

Mathew Navarro

NAVARRO.MATHEW4@GMAIL.COM

(775) 720-5136

Carson City, NV

Summary

Accomplished User Experience designer with expertise in interaction design, product design, and user interface design. I am proficient in creating design systems and adept at creating wireframes, prototypes, and mockups to visualize design concepts.

Portfolio: mathewnavarro.com

Experience

Researcher | Data Analyst

Meta @ TekSystems • Remote

03/2026 - Present

Contracted 08/2025 - 01/2026

- Conduct research-driven training of AI models by evaluating, annotating, and refining model outputs across diverse tasks.
- Apply advanced Model Validation 2 methodologies to score accuracy, reasoning quality, safety, and alignment with user intent.
- Create high-quality training data, examples, and corrective feedback to improve LLM performance and reduce hallucinations.
- Analyze model behavior, identify failure patterns, and communicate insights to cross-functional research teams.
- Collaborate with AI researchers to test new model capabilities, benchmark performance, and improve dataset integrity.
- Maintain strict quality standards and follow evaluation frameworks to ensure consistent and reproducible results.

Senior User Experience Designer

SendcutSend • Reno, NV

02/2025 - 05/2025

- Led UX improvements for a custom web-based manufacturing app, enhancing guest upload flows and streamlining part configuration workflows based on user feedback.
- Created and implemented an accessible, scalable typography system using Inter Tight that was aligned with Bulma framework standards.
- Collaborated cross-functionally with product managers and developers to align UX solutions with business goals and production feasibility.
- Initiated UX research plans and proposed scalable solutions grounded in stakeholder interviews and platform constraints.

User Interface Designer

Nevada System of Higher Education, University of Nevada Reno • Reno, Nevada

10/2023 - 10/2024

- Spearheaded developing and maintaining a comprehensive design system, reducing design inconsistencies and boosting development efficiency.
 - Orchestrated cross-functional collaboration to develop and refine a comprehensive design system, improving visual cohesion and reducing development time.
 - Pioneered the development of a comprehensive UI component library, resulting in a faster design process and improved cross-product consistency.
 - Bridged the gap between design and development through meticulously crafted interaction models, enhancing communication and accelerating feature implementation.
 - Led end-to-end design processes for enterprise-level solutions, from low-fidelity wireframes to high-fidelity prototypes, resulting in the successful launch of multiple innovative products.
 - Conducted comprehensive user research and created detailed personas, leading to the development of targeted features that improved user retention across multiple product lines.
-

Skills

User Interface Design, Product Design, Figma (Software), Adobe Creative Suite, Motion Graphics, Leadership, Problem-solving, Interaction Design, User Research, Usability Testing, Human-Centered AI Interaction Design, Qualitative Analysis of AI Outputs, Pattern Recognition in Model Behavior, Prompt Engineering & Optimization, LLM Prompt Design (Instructional & Contextual), Cursor, Gemini, ChatGPT, Claude, Kling, Flow

Education

Masters in Personal Studies of User Experience Design

Maryland Institute College of Art • Baltimore, MD
12/2024

Bachelors in Fine Arts of Graphic Design

University of Nevada - Reno • Reno, NV
05/2022
Honor Society

Associates in Liberal Arts | Associates in General Studies

Western Nevada College • Carson City, NV
08/2020
Dean's List

Certificates

Model Validation 2 – Expert, HTML and CSS, Google - AI Fundamentals