



MATT M. DAVIS

USER EXPERIENCE, UI+INTERACTION DESIGN, CREATIVE VISION

Durham-based UX Designer interested in mixed reality and the design of novel interactions

WORK EXPERIENCE

Lenovo / UX Design Engineer

JUNE 2017 – PRESENT, RALEIGH, NC

Drive the UX vision of novel interaction techniques and contribute to the design of several MR applications. Providing supplementary support for additional AR-related hardware initiatives. Led research and associated human factors efforts on the design of Lenovo's first enterprise AR solution, ThinkReality A6; providing detailed hardware insight at the earliest concept phases. Beyond AR, I developed and conducted several research studies surrounding evolving workspaces, accessories, premium audio, and notebooks.

Lextant / UX Design Intern

JUNE – AUG 2015, COLUMBUS, OH

Developed wireframes and flow diagrams for multiple vehicle infotainment system apps (i.e. home, phone, audio, & navigation). Built the concept's first interactive prototype, developed the experimental design, and conducted A/B testing.

USSOCOM / Research Associate

JUNE – JULY 2014, FLORIDA

Conducted card sorting activities, evaluated storyboards, and designed low and medium-fidelity GUI concepts for monocular and optical see-through devices.

NASA AMES Aeronautics Academy / Research Associate

JUNE – AUG 2013, MOUNTAINVIEW, CA

Designed an electronic flight bag (EFB) GUI to improve the situational awareness of pilots flying in Alaska airspace. Simulated an aerial network of VTOL aircraft and designed the interior vehicle architecture and associated vertiport concepts.

LAUNCHED PRODUCTS

(Lenovo) Headset: ThinkReality A6 (HMD, controller, carrying case, user guide, compute pack, accessories, packaging)

(Lenovo) Notebooks, Accessories, & Software: P-Series (mobile workstations) • T-Series (standard enterprise notebooks) • X-Series (business-class notebooks) • USB-C docks • Power adapters • Lenovo Quick Clean PC application

Additional Products: Honda Acura Precision Cockpit *Human-Machine Interface* (2017) • NASA TAIGA EFB *User Interface* (2015)

EDUCATION

Virginia Tech / MS Industrial & Systems Engineering

AUG 2014 – MAY 2016

Human-Computer Interaction (HCI) & Human Factors Specialization. Explored free-hand gesture interaction techniques and the design of menus for augmented, virtual, and mixed-reality applications.

Virginia Tech / BS Industrial & Systems Engineering

MAY 2009 – AUG 2014

SKILLS

Design: Concept sketching & UI graphics • Production redlines • Wireframes & mockups (hardware & software) • Motion behavior definition & design • Embodied interaction design (head gaze, gesture) • Peripheral interaction design (controller, phone, PC) • Concept vision presentations

Prototyping: Rapid & iterative prototyping via PPT • Interactive flow via Adobe XD

Research: Hardware & software usability evaluations • User testing • Global & mobile ethnography • Surveying • Group-based interviews • External expert review • International product benchmarking • Observation • Archotyping • A/B testing & experimental design

Tools: Adobe Creative Cloud (Illustrator, XD, Premier Pro), Microsoft Office ("A PowerPoint Wizard"), Axure RP, Dscout (*5 studies*)

CONFERENCE ATTENDANCE

HFES 63rd International Annual Meeting **2019**

XD Immersive **2019**

Virtual Reality LA **2018**

PUBLICATION

2016 IEEE Virtual Reality

Depth-based 3d Gesture Multi-level Radial Menu For Virtual Object Manipulation

MM Davis, JL Gabbard, DA Bowman, D Gracianin

4 Patents
Protections pursued; three filed.