

Matthew Worner

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Work Experience

Stay-at-home dad / Co-founder Safe Supply

September 2019 - currently

My partner and I had a son and we decided that for his first two years we would be at home with him so he got the best possible start. In my free time, my friend and I started to build a water compliance App for water suppliers to demonstrate compliance. We presented it to investors and ran it through an incubator in Northland.

Self-employed Analyst

Senglea Ltd (self-employed), Aug 2017 – September 2019

After spending years of being interested in macro financial analysis, crypto. I decided to combine these interests and trade the crypto markets through the ups and downs of this time.

Digital Product Owner / World Vision

Auckland, January - March, 2017

Developed product feature and prioritisation documents, made Personas based on Google Analytics. A product matrix for the new community sponsorship product. Created rapid prototypes, wireframes, low and high fidelity UI's in Sketch and InVision.

Airbnb Host / Malta

April - November, 2016

I ran my home in Malta as an Airbnb over the European Summer.

Senior Producer / Saatchi & Saatchi

Auckland, October - December, 2015

Fixed Term Contract Managing digital campaign production: website design and mobile app development.

Product Director / Aparlay

Chiang Mai, Thailand, 2015

Start-up co-founder and UI/UX designer of Social App www.alua.com. Developed and delivered whilst working with remote developers and a small, focused startup team.

Project Director / GEMS Education

Dubai, 2014

Creating a global repository of education assets for GEMS. Managed the in-house production of an edX MOOC course based on a GEMS printed Professional Development course.

Career Break

2012-2013

I spent 2012 visiting 40 plus countries. In 2013 I bought a 450 year old house in Malta (my family originates from Malta), and brought it back to life, doing majority of the work myself.

Project Manager / Apple Inc

London, Paris, Cupertino, 2005 - 2011

Managing Apple.com launches for iPhone, iPod & iTunes.

Project Management: project scope, timelines, milestones and delivery. Planning unique launches for individual products to suit international markets. Management: I held primary responsibility for a core team of producers, in-country webmasters, translators and a QA team.

Education

Google UX Design Course

Coursera, 2022

UX Short-Courses / Interaction Design Foundation

Online, 2016

Graduate Certificate in Art History

Birkbeck University of London, London, 2009-2010

Certificate in Multimedia

Qantm, Brisbane, 2001-2002

Master of Information Technology

Griffith University, Brisbane, 2003-2004

Bachelor of Communication

Griffith University, Gold Coast, 1997-1999

Apprenticeship in Fire Sprinkler Engineering

Sydney TAFE, 1990-1993

Skills

Design: Illustration & UI graphics • User flows • Concept sketches • Wireframes & mock ups with Sketch & Figma • Style guides & pattern library

Prototyping: Rapid Prototyping with Sketch, Figma Kevnote & Invision

Research: Data analysis (Google Analytics, Hotjar) • Task analysis & persona hypothesis • A/B Testing • Defining / Tracking Product Metrics (User Journeys, KPIs, Funnels)

Product: Release Planning • Feature Prioritisation • Competitive Evaluation • Detail oriented

Management: Team building & Mentorship • Organising workshops • extensive Project Management • familiarity with Agile / Scrum frameworks • worked in Design Sprints • Startup experience