

MATHEW JOSEPH

GEOGRAPHER / DESIGNER

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ABOUT

As a geographer, I strive to understand complex problems in order to define solutions for a better future. I am a visual thinker with a love for design challenges and emerging technologies.

SKILLS

Photoshop Illustrator InDesign

Premiere Pro After Effects

HTML CSS jQuery

Sketch

STRENGTHS

Team Leadership

Creative Thinking

Project Planning

Graphic Design

Spatial Data Analysis

Visual Art and Painting

EDUCATION

Bachelor of Environmental Studies
Honours Geography & Environmental
Management (Co-op)

University of Waterloo 2012 - 2017

Geomatics Specialization

Business / Entrepreneurship Option

EXPERIENCE

Mappedin - Map Design Team Lead

Waterloo, Ontario

May 2017 - Present

Managed a team of 5 in the 3D design and production of 150+ venues for display on web, mobile and directory applications.

Implemented our first design process for indoor map design by using UX principles, color theory, and accessibility metrics.

Participated in both in-house and on-site UX research and helped conduct interviews with users to gain product feedback.

Skyward Industries - Project Development Lead

Nadi, Fiji Islands

May 2015 - November 2015

Worked with a front-end developer to build the new company website by designing mockups, wireframes, and custom graphics using the adobe creative suite. (www.skywardindustries.com).

Was involved in a variety of multi-media projects, including videography, working on production sets with camera crews, post production using after effects and premiere pro, and photography.

Led the design and development of immersive aerial virtual tours as a new product offering for the company.

Assisted the GIS team in using drones for aerial mapping projects including mining, urban planning and agriculture.

COURSES

Build Websites from Scratch Intensive Program

CodeAcademy

May 2018 - August 2018

Learned HTML, CSS, jQuery, Git and command line through a series of web development projects. Used that knowledge to design and develop www.mathewjoseph.com from scratch.

UI Design Patterns for Successful Software

Interaction Design Foundation

August 2018 - Present

Learning best practices for building intuitive and useful software.