

Mat Bergman

User Experience Specialist

I'm an experienced front end software engineer, user interface designer, and information architect. I design and build applications for browsers and devices that balance usability, accessibility, performance, and great design.

Skills

Object Oriented JavaScript
CSS3
LESS
BEM
Bootstrap
HTML5
Vue.js
Angular 2
ES6
Node.js
NPM
jQuery
Handlebars
JSON
User experience design
Sketch
Zeplin
Adobe Creative Suite
Agile
Jira
Git, GitHub flow
Atomic design
Pattern Lab
Styleguides

Leadership

President
Golden Gate Stereoscopic Society
www.ggstereo.org

Contact

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Experience

Software Engineer

Major League Baseball, Advanced Media, October 2015 to January 2018

Front end engineer on a modern technology stack. Built data-driven, responsive web sites for Major League Baseball's teams and organizations.

- Collaboratively developed and deployed new web sites and updates with rapid turnaround using advanced JavaScript, Node.js, CSS3, HTML5, and front end frameworks and libraries.
- Led a mobile-first responsive CSS strategy, resulting in reduced bugs, improved performance, and delighted stakeholders.
- Developed atomic design style guides, authored documentation, and presented best practice front end development topics to share knowledge and energize my team.

Creative Developer

Vertigo Software, October 2013 to October 2015

Designed and developed applications for browsers, smartphones, tablets, and set-top boxes. In 2015, Vertigo Software was acquired by Major League Baseball, Advanced Media.

- Built pioneering streaming video media apps with flavors of JavaScript, HTML5, CSS3, XAML, and the WinJS framework.
- Created multi-platform design and information architecture assets, based on platform specific design patterns, that simplified engineering and ensured a superior user experience.
- Researched, implemented, and shared design conventions and best-practice development techniques for multiple platforms, reducing code complexity and development delays.

Software Engineer

Location Labs, February 2011 to October 2013

Developed location-based web and mobile applications for wireless carriers.

- Optimized the front end of a complex JavaScript framework to automate the development of multiple branded versions.
- Led mobile front end development and established mobile CSS standards in a rapidly evolving custom MVC environment.
- Recommended, debated, and compromised on best-practice front end standards. Documented the team's decisions on a frequently referenced wiki.

Web Design and Development Consultant

Dynamic Interface Engineering, LLC, May 2003 to March 2006, July 2007 to February 2011

Web developer and user experience designer for dozens of technology, ecommerce, and media companies, specializing in front end development, information architecture, UX and visual design.

Senior User Experience Engineer

Loud Dog Media, March 2006 to July 2007

Directed the web development strategy for a web design and development studio.

- Supervised the efforts of the front end development team, and successfully managed feedback from designers, server engineers, and clients.
- Crafted HTML, JavaScript, and CSS templates for a mix of server environments.
- Made comprehensive site maps, wireframes, and UX designs for complex web applications.

Senior Designer and User Interface Technologist

Travelocity.com, January 2001 to May 2003

Designer and developer of advanced interactive web interfaces for primitive browsers.

- Defined and maintained standards for best practice front end development.
- Conducted usability, accessibility and performance testing.
- Researched and presented front end trends to the organization.