

Matthew W. Henning

Senior Product Designer · Enterprise Systems · Design Systems · UX Research
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SUMMARY

Product designer and UX researcher with 5+ years designing complex, data-heavy enterprise platforms for high-stakes operational environments. Proven track record translating ambiguous user needs into measurable outcomes — including a 95% task-time reduction and contributions to \$20M+ in operational savings. Deep expertise in end-to-end product design, design systems, and human-centered research methodology. Experienced in structuring fragmented data and workflows into scalable, adoptable systems across multi-role user bases. Background in film and educational theatre informs a distinctive approach to storytelling, pacing, and stakeholder communication. M.S. in HCI from the University of Michigan. Active DoD Secret Clearance.

EXPERIENCE

Senior Product Designer · Agile Defense · Chicago, IL (Remote) June 2022 – Present

Enterprise UX across a multi-product SaaS suite for U.S. Air Force personnel

- ▶ Owned end-to-end design for multiple platform features simultaneously — research, information architecture, wireframing, prototyping, usability testing, visual design, and developer handoff — across diverse, multi-role user bases in complex operational environments.
- ▶ Drove workflow redesign that reduced a critical field documentation process from 3+ hours to under 10 minutes — a 95% task-time reduction — through embedded contextual inquiry, iterative usability testing, and close engineering collaboration.
- ▶ Currently leading end-to-end UX for an airman requalification testing system — from discovery and research synthesis through content architecture and dev handoff — translating expert operational knowledge into a structured, accessible assessment experience.
- ▶ Built and maintained the Nimbus Design System from scratch — scalable, WCAG 2.1-compliant component library spanning web and iOS with tokens, iconography, variants, interactive states, and Storybook documentation — establishing shared design standards across a multi-product suite.
- ▶ Established a centralized atomic research library in Jira to systematize user insights and improve cross-functional alignment between design, product, and engineering.
- ▶ Produced stakeholder decks, research readouts, and workshop materials that translated complex technical systems into clear narratives for non-technical and executive audiences.
- ▶ Facilitated on-site stakeholder discovery workshops, affinity mapping exercises, and participatory design sessions; mentored junior designers in research methods and Figma best practices.
- ▶ Contributed UX design to an operational efficiency platform supporting \$20M+ in savings and ~375,000 labor hours reclaimed through redesigned tooling and workflows.

Product Design Intern · Pearson · Ann Arbor, MI (Remote) June – Aug 2021

EdTech — AI-powered digital learning products for K–12 and higher education

- ▶ Led end-to-end UX design for an AI/OCR-powered iOS learning application — research, concept development, high-fidelity prototyping, and developer handoff.
- ▶ Produced learner journey maps and service blueprints identifying key friction points that directly shaped the product MVP; collaborated with subject matter experts to translate pedagogical goals into accessible interface decisions.

SKILLS

Design & Research: Figma (advanced), Adobe CC, interaction design, information architecture, wireframing, high-fidelity prototyping, usability testing, contextual inquiry, user interviews, affinity mapping, journey mapping, service blueprinting

Design Systems: Component architecture, token systems, iconography, variants & interactive states, Storybook, WCAG 2.1-compliant pattern documentation

Communication: Executive decks, workshop facilitation, stakeholder presentations, research readouts, design rationale documentation

Technical: HTML5, CSS/SCSS, JavaScript, Python, Git, Jira, Confluence

Process: Agile/Scrum, Kanban, Lean UX, Design Thinking, end-to-end product ownership, cross-functional facilitation

EDUCATION

M.S. — Human-Computer Interaction (HCI), University of Michigan May 2022

B.A. (High Honors) — Film, Television & Digital Media, University of Michigan May 2020

ADDITIONAL

AIPMM Agile Certified PM/PO (2024) · Active U.S. DoD Secret Security Clearance · R&D 100 Award Winner - 2023 - Puckboard