

matt johnson

design leader with 15+ years of experience building consumer platforms, scaling global cross-disciplinary teams, and crafting brands that sing.

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EXPERIENCE

Arta Finance Brand & Product Design Lead

Founding designer leading end-to-end product design of an AI wealth-tech platform managing nearly \$1B assets for global accredited investors.

Established brand aesthetic & design language that scaled across multiple web/mobile products and both retail and B2B marketing collateral.

Directed the work and cross-functional implementation of 5 in-house designers.

Nov 2021 – Jan 2026, Tokyo Japan (California & Singapore Dual HQ)

Google Senior Staff Designer (L7)

Drove global design strategy for reconciliation and product evolution of Google Pay and Google Wallet in 20+ countries across EMEA, LATAM, and APAC.

Led product UX for Google Pay India (Tez) and Singapore directly managing 14 multidisciplinary designers collaborating across 4 sites.

Developed 8 hyper-localized products with unique brands and design systems for Google's 'Next Billion Users' in strategic markets across South East Asia and Africa.

Contributed to design and release of Material Design (M1) working directly under VP initiative to unify Google's visual and interaction language across verticals.

Shaped product roadmaps of Android OS, Auto, and TV through strategic prototypes that aligned UX teams & stakeholders to shared visions of their respective products.

Consumer Payments • Jun 2019 – Nov 2021, Tokyo Japan

Next Billion Users • Apr 2017 – Jun 2019, Singapore

Material Design & Android • May 2014 – Apr 2017, San Francisco USA

Punchcut Senior Visual Designer

Led UX, brand, and creative solutions for a range of Fortune 500 clients such as Google, Microsoft, Samsung, eBay, LG, Skype and Palm while managing junior designers and contributing to company thought leadership.

Sep 2010 – May 2014, San Francisco USA

Apple Motion Graphics Intern

Contributed to live action ad production and special effects, product animations and templates for Keynote/Photos, and experimental UX for a range of Mac desktop products.

Mar 2010 – Jun 2010, Cupertino USA

Agency & Consulting Design / Creative Intern

Worked across roles in User Experience, Visual, and Motion Design for a broad client roster including: Google, Adobe, Intel, Coca-Cola, Disney, Westin, IGT, and Tom Ford.

BBH (Battle, Boyle, Hegarty) • Jul – Sep 2010, New York USA

Luxurious Animals • Sep – Dec 2009, New York USA

Frog Design • Mar–Jun 2009, Austin USA / Sep–Dec 2008, San Francisco USA

Juxt Interactive • Mar – Jun 2008, Newport Beach USA

EDUCATION

School of Visual Arts

Impact! Design for Social Change

2011, New York USA

University of Cincinnati

BS in Digital Design

2006 – 2011, Cincinnati USA

SKILLS

Leadership > Cross-functional design strategy, team building, design operations

Craft > End-to-end design, design systems, motion design, brand expression & extension

Tools > Figma, Rive, Adobe CC, ProtoPie, Cursor | HTML, CSS, JavaScript