

Mattan Ingram

Product Designer

mattaningram.com

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MetMe

metme.app

Built and launched a **native iOS app using on-device AI** to make creating and managing your contacts easier than ever. **Refining system prompts and AI user experience** to work with **limited tokens and parsing abilities of small local models**, while ensuring personal contact information is always secure and never leaves your device. **Built with Expo + Claude Code + Cursor.**

Revel

Lead Product Designer

2022 – 2025

Led product design at Revel to **scale electric ride-share to thousands of drivers and passengers** daily. Rebuilt operations and fleet monitoring platform with **real-time mapping, ride tracking, hiring and payment, and customer experience management**. Designed the native driver app including **demand heat maps, route visualization, and multi-stop optimization** to help drivers make smarter decisions on the road. Managed senior designer designing for **rider app with a simpler home screen, clearer pickup and drop-off flows**, and a more transparent ratings and reviews system. Ran **AI prototyping workshops with developers using our design system** as the foundation. Managed and mentored product designers.



Visible

visible.page

Designed and built a **real-time multiplayer data presentation tool**. **Visualize unstructured text data** across multiple views and modes **automatically mapping locations**, putting dates in a calendar, and media in a gallery. Created Figma+Code design system for rapid development with **custom rich data editing components** for adding detailed context and media.

Artemis

Lead Product Designer

2018 – 2021

Led design on the Artemis platform while **scaling to 100+ acre enterprise farms nationwide**. Translated compliance obligations and **complex crop management processes into intuitive experiences** usable by both back-office managers and on-the-farm workers. Designed an **integrated zone map and realtime sensor/inventory tracking** to catch urgent crop and supply issues. Ran **user interviews and on-farm observation** and reworked **in-app analytics** to better understand common flows improving yield per worker hour by 22%.



AnimXYZ

animxyz.com

Created and designed an **open source animation toolkit** with over **2.5 thousand stars on GitHub**. Like Tailwind for animations, driven by CSS variables. **Featured on CSS-Tricks, LogRocket, and SmashingMag.**



YaHerd

yaherd.co

Created and designed an app to plan and share events with friends. Built a **playful, distinctly branded visual identity** with a custom **themable design system** that let groups personalize the experience. Focused on a **no-accounts-necessary, privacy-first approach** to keep things lightweight and trustworthy, with **polished micro-interactions** and a UI that's fun to use from the first tap.

Code Climate

Senior Product Designer

2017 – 2018

Redesigned core **code quality analysis** features while ensuring a consistent experience across **CLI, web, and CI** contexts. **Maintained and updated design system**. Taught the engineering team **front-end and accessibility best practices**. Designed and built marketing/event sites. **Hired, onboarded, and managed new designer.**

Canvs

Founding Designer

2011 – 2016

Hired and led the design team across product, branding, and marketing. Built the design foundation for an **AI text analysis platform**, before LLMs existed, serving **enterprise clients** like NBC, HBO, and Disney. Created the core design language for conveying **trustworthy, actionable meaning from complex and ambiguous data**. Led the development team in building interactive **data visualization systems**. Implemented analytics and customer success tooling to tighten feedback loops.

Skidmore College

Bachelor of Science

Communication Design