



Matthew Lettini

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Profile

I'm a software designer and developer that's been building, improving, and shipping digital product experiences for over 15 years. I've been doing this at Harvest for the last decade, helping to build a world-class time tracking product alongside a world-class team. My goal is to make life easier for people, one pixel at a time. *The Design of Everyday Things* is my bible.

Skills

I excel as a product generalist, blurring the line between product designer and product manager. While I specialize in designing human solutions to customer problems, I tend to wear many hats, including project manager, team lead, strategist, researcher, data analyst, and a million things in between. I'm also a designer-who-codes and spend a lot of my time in HTML & CSS. I'm proficient with many design tools and do my best work collaborating and pairing in small teams. Good design = good communication.

Experience

Harvest 2018–Present
Senior Product Designer

As a senior member of the team, my role now includes hiring, mentoring, leading design reviews, strategy, and process creation, in addition to designing the future of the product. Recent projects have included: leading a new product rebrand effort, revamping onboarding and cancellation flows, simplifying annual billing flows, implementing multiple reminder systems, researching IA problems, helping build our new data infrastructure, and contributing to the creation of a new design system.

Harvest Forecast 2013–2018
Lead Product Designer

I led a small team that designed, built, and maintained Forecast, a sister app to Harvest that helps teams plan their time. We took Forecast from back-of-napkin idea to full product launch in about a year, and continued to improve and grow it over the next four years. Today it helps thousands of paying customers get a handle on their scheduling and planning, and contributes a significant amount of revenue to Harvest's overall business.

Harvest 2010–2013
Product Designer

I was the first design hire at the company, and for these years I worked closely with the two co-founders to reimagine most of the core product offering. These projects included: redesigning the core time tracking and reporting features, creating the first internal Mac and iPhone apps, multiple redesigns of the marketing site, and designing the open-source library Chosen. Harvest experienced tremendous growth early in this decade due to these efforts.

Previous

Amie Street	Product Designer	2009–2010
Travel Impressions	Web Designer	2008–2009
PeoplesMD	Junior Web Designer	2007–2008
Hofstra University	Graduated Magna Cum Laude	2004–2008