

Matthew Bretz

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FRONT-END USER EXPERIENCE DESIGN ENGINEER

Bridging product, design, and development to build scalable, accessible, and high-impact digital experiences

Versatile UX design engineer combining user-centered design and front-end development expertise with business acumen to design and build scalable, accessible, and high-performing web applications and design systems that deliver impactful experiences for users and the right outcomes for stakeholders. Design, develop and maintain applications and component libraries that ensure consistency, efficiency, and quality across platforms. Research and leverage mature and emerging technologies to build experience prototypes and proofs of concept. Champion design-engineering collaboration through clear communication, actionable feedback, and systems-thinking mindset that bridges creativity with technical precision. *Open to relocation.*

Top Skills: UX / Product Design and Engineering • Design Systems • React • Figma • Accessibility

PROFESSIONAL EXPERIENCE

EDWARD JONES, St. Louis, MO

User Experience Designer / Digital Front-End Developer

01/2017 – 11/2025

Design, develop and maintain digital experiences, products and solutions using Figma, React, TypeScript, Tailwind CSS, and modern frameworks. Partner with designers, accessibility specialists, and developers to deliver brand-consistent experiences and ensure accessibility compliance, design system alignment, and efficient designer and developer workflows.

- Led UX and product design of wireframes and high-fidelity components, screens, and prototypes in Figma, React/TypeScript and Vue.js for public-facing lead-generation applications, resulting in 12K+ new clients and \$1.6B+ in assets under care.
- Orchestrated design, UX, and front-end alignment for full-site redesign and CMS replatform for edwardjones.com, influencing branding strategy, technology and vendor assessment, and WCAG accessibility compliance efforts.
- Owned design direction and front-end execution for responsive marketing campaign landing pages on edwardjones.com, balancing brand fidelity, performance, and experimentation to support client acquisition goals.
- Led front-end implementation, component architecture and design, and mobile web design of marketing microsites using Next.js, improving user engagement while increasing brand awareness and firm recruitment.
- Led migration of edwardjones.com component system UI kit and documentation into Figma, enhancing design-to-development handoff and improving User Interface consistency.
- Created interactive code prototypes and coached offshore developers in integrating browser APIs and third party libraries, ensuring adherence to design specifications and accessibility standards, and on-time delivery.
- Designed, engineered and maintained scalable reusable components using Figma and React/TypeScript in AXIOM Design System, standardizing UI architecture across 500+ public-facing and internal applications. Supported 2,000+ designers and 3,000+ developers across multiple product teams.
- Optimized design token architecture, release processes, and cross-version React migrations, improving designer and developer efficiency, UI consistency and accessibility scores. Reduced time-to-market for new features.
- Guided design and infrastructure integration of enterprise design system assets into child systems serving public- and client-facing applications.
- Led UX design for internal Salesforce product teams, designed custom components and chat interface elements, and consulted on AI Agent Assist integration, improving time-to-resolution metrics for support staff.
- Integrated GitHub Copilot AI Coding Assistant into workflows, accelerating coding efficiency and review cycles.

MASTERCARD, St. Louis, MO

Front-End Developer / Digital Project Manager

03/2015 – 01/2017

Developed responsive front-end solutions for B2E and B2B applications. Coordinated UX/UI design implementation between business stakeholders and offshore development teams. Standardized front-end page templates across web and mobile platforms.

- Engineered front-end UI prototypes for responsive web applications, improving design feasibility and streamlining development handoff.
- Coordinated UX/UI implementation between business teams and offshore developers, ensuring timely delivery and alignment with brand and design standards.
- Established design-to-development handoff process and delivered front-end CSS specifications for Priceless branded travel application across web, iOS, and Android, improving implementation consistency and reducing rework.
- Developed 3D, touch-based kiosk application for Investor Day showcase event.

PROFESSIONAL EXPERIENCE - Continued

FLEISHMANHILLARD, St. Louis, MO

Junior Front-End Developer / Digital Project Manager

01/2013 – 03/2015

Managed front-end design, development, and maintenance for web applications, microsites, and corporate intranets. Coordinated UX, strategy, and development across multiple teams and client sites. Ensured responsiveness, accessibility, and alignment with brand and regulatory requirements.

- Directed three yearly releases of AT&T U-verse Interactive Simulator, including UX redesign, front-end development, and shopping cart optimization for customer service applications.
- Managed AT&T Asian and European language websites, designing and developing consumer product pages and promotional content for non-English-speaking American audiences.
- Led UX, information architecture, timeline, and budget for AT&T FCC-FAA Regulatory Compliance intranet, ensuring timely launch and functional compliance.
- Maintained multiple sections and microsites of about.att.com, including quarterly earnings deployments, ensuring accuracy.
- Developed responsive WordPress themes and provided ongoing maintenance for multiple client websites, improving mobile compatibility and load performance.

Expertise and Skills:

UX/UI, Interaction Design & Prototyping: UX/UI Design | Interaction Design | Prototyping | Figma | Sketch | User Flows & Wireframes | Information Architecture | Design-to-Development Handoff | Adobe Suite | Axure

Design Systems & UI Architecture: Design Systems Architecture | Component Libraries | Design Tokens | Pattern Libraries | UI Governance & Standards | System Documentation (Storybook, Knapsack, Gatsby.js)

Front-End Engineering & Frameworks: React | TypeScript | JavaScript | Next.js | Vue.js | HTML | CSS | Sass | Tailwind CSS | styled-components | WebGL/three.js

Accessibility & Inclusive Design: WCAG 2.1 Compliance | A11y Testing | ARIA | Semantic HTML | Screen Reader Support | Keyboard Navigation | Inclusive Design Principles

Scalable Component Development: Reusable Component Design | Modular UI Architecture | Cross-Version React Migrations | Performance Optimization | Versioning & Release Management

Testing, Quality Engineering & Documentation: Jest | Storybook Testing | Visual Regression Testing | Unit/UI Testing | Accessibility Validation | Front-End QA | Technical Documentation

Workflow, Collaboration & Agile Delivery: Agile/Scrum | Cross-Functional Collaboration | UX/Dev Partnership | Git/GitHub/Bitbucket | Jira | FigJam | Mural | Confluence | Rally | Product & Engineering Alignment

Tooling, Build Systems & Developer Experience: Node.js | Vite | Webpack | Parcel | Rollup | Front-End Tooling | Developer Workflow Optimization | Technical Feasibility Assessment | NPM/Yarn

AI-Assisted Development & Productivity: GitHub Copilot | Claude Code | Prompt Engineering for Code Generation | AI-assisted Debugging, Refactoring, and Test Generation

EDUCATION & CERTIFICATIONS

LINDENWOOD UNIVERSITY, St. Charles, MO

Master of Business Administration**Master of Arts – Communications / Interactive Media****Bachelor of Arts – Mass Communication / Electronic Media**

NIELSEN NORMAN GROUP

UX Certification - Interaction Design

DEEPLARNING.AI

Generative AI for Software Development Certification