Adam Thompson

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Summary

- Experience in mobile/web/desktop UX and product design since 2013.
- Development and presentation of well-researched design deliverables, like user flows, personas, wireframes and detailed prototypes.
- Collaboratively identifying and solving problems with designers, developers, PMs and other stakeholders in fast-paced environments.

Recent Experience

Product Manager Zynga Poker
Toronto — Spring 2016

- Performed user research, competitor analysis and A/B testing for a new subscription-based revenue model.
- Configured the user flow and final parameters for a feature that increased daily news-feed app entry by 4%.
- Designed initial wireframes and feature specifications for a new engagement feature expected to increase daily active users by 10%.

Product Designer Noom
New York — Fall 2015

- Simplified the food logging experience to better fit with the observed mental model, without compromising functionality.
- Leveraged data from rigorously user tested prototypes to inform further design iterations.
- Initiated collaboration with users and stakeholders, and managed the early design process for a Coach Dashboard re-design.

UX Designer KnowRoaming
Toronto — Spring 2014/Winter 2015

- Overhauled design and structure of iOS and Android apps to make it simpler, more informative, and conform to common user behaviour.
- Designed and built a sponsorship sign-up page from scratch using SASS, CoffeeScript and PHP.
- Organized semiweekly design meetings with all stakeholders to present prototypes and discuss design of the mobile apps and websites.

UI Designer Sony
Waterloo — Fall 2013

- Spearheaded design and development for a new music-discovery/radio feature for MediaGo, built in SASS and jQuery.
- Proposed a UI re-design of MediaGo, improving aesthetics and clarity.

Projects

Chameleon
Sept. 2016 - present

Smart hearing protection that automatically adjusts its attenuation based on the environment.

- Researched user needs and current behaviour to inform design, and technical requirements.
- Managed project priorities, and led development of mechanical, software and electronic systems.

SMRT WATR
Spring 2015

An interactive IoT water fountain that reacts to player responses in a web-based quiz game.

- Designed and built the game interface using JavaScript and a Tornado Python server.
- Constructed the fountain frame, basin, and designed a mechanism to rotate the fountain jet.

Colour Thermometer
Winter 2015

A web app that represents the current temperature, weather conditions and time as an HSV colour.

TAP Metronome
Fall 2016

A simple iOS metronome app with a minimal interface. Built for Hack The North 2016.

Clubs & Groups

The Water Boys
Fall 2013 - Winter 2017

Soloist and baritone leader for the internationally ranked all-male a Capella group.

UW/UX
Fall 2014 - Spring 2016

Vice President of the UW campus UX Club, helping with mentorship and event planning.

Education

Systems Design Engineering, BASc

University of Waterloo
Cognitive Science Minor

My Toolbox

Sketch · Photoshop · Framer · Origami · Balsamiq · InVision · JavaScript · Python · Swift · HTML · React