Adam Thompson

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As a UX designer I'm a **big-picture** problem solver. I'm always looking for the best solution to the right problem. My skills in **human-factors**, **user-centred design** and **front-end** development allow me to approach complex problems from a unique perspective. I wielded my skills improving the **usability** and **user-experience** of the multi-featured KnowRoaming app, and while on the team at Sony.

Work Experience

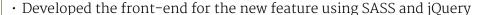### Head of User Experience and Design *May 2014- May 2015 (2 terms)*

- Redesigned the native iOS and Android apps from the ground up, and leveraged customer feedback to improve usability, proven through preliminary user-testing
- Managed the mobile app development, organizing priorities and planning timelines
- Created, streamlined and branded a core company service, now called ReachMe
- Conceived and oversaw the design of the new company homepage and corporate portal
- Developed the KnowRoaming Athletes sponsorship sign-up webpage
- Designed a new product package concept reducing the box side by 50%

User Experience Designer *Sept. - Dec. 2013*

- Lead the design and development for a new music-dicovery feature in MediaGo.
- Developed the front-end for the new feature using SASS and jQuery
- Proposed a UI re-design of the entire MediaGo application, enhancing aesthetics and overall user experience
- Designed promotional graphics and videos for MediaGo

IT & Engineering HR Assistant *Jan. - April 2013*

My Toolbox

Photoshop	Illustrator	Sketch	HTML/CSS/JS	Frameworks/Extensions	Balsamiq	AutoCAD	Inventor	Cinema 4D	Français

Education

University of Waterloo
Class of 2017

Systems Design Engineering
with Cognitive Science minor

- Human-Factors in Engineering *(SYDE162)*
- Intro to Cognitive Science *(PSYCH256)*
- Engineering Design *(SYDE361)*

Clubs & Associations

WaterlUX | Assistant director of the campus UX club.

The Water Boys | Section leader of the all-male a Cappella group.