

Adam Thompson

3B Systems Design
Engineering

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I'm a **big-picture** problem solver; always looking for the best solution to the right problem. I'm someone who will **rise to a challenge** and will **get the job done**. My engineering education, and skills in **user-centred** design, **human-factors**, and **front-end** development allow me to approach complex problems from a unique perspective, specifically when **designing** and **researching** at Noom, KnowRoaming, and Sony.

Summary

- Over 1 year cumulatively in User-Experience and Product design fields
- Product Management experience researching, developing and prioritizing user & tech requirements
- Pitching and presenting my own designs at all-hands meetings, backing them up with user-research data, and following through with a plan for implementation
- Collaborating and brainstorming design solutions with designers, developers, operations, and marketing
- Diverse education in UX, software, electrical, and mechanical engineering

Recent Work

Product Designer *Fall 2015 – New York, NY*

noom

- Leveraged user testing results to re-design the meal-logging experience, improving clarity, speed of navigation and to better reflect a common mental model
- Initiated multidisciplinary collaboration with all stakeholders to better understand product requirements, and managed the early design process for the coach dashboard
- Enhanced the food portion picker interface to improve user confidence when logging food items

UX Designer & Product Manager *(2 terms) Summer 2014 & Fall 2015 – Toronto, ON*

knowroaming

- Collaborated with operations, marketing, support, and development to prioritize user and tech requirements for the app
- Iteratively re-designed the iOS and Android apps from the ground up and leveraged user feedback to more effectively reflect the users' mental model
- Started and lead weekly design meetings with stakeholders to discuss design requirements, and brainstorm ideas for the user facing apps, website and corporate web portal

User Experience Designer *Fall 2013 – Waterloo, ON*

SONY

- Established requirements and lead design for a new (now deferred) music 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, to enhance aesthetics and overall user experience

Projects

SMRT WATR - Interactive Water Fountain *Summer 2015*

SMRT • WATR

An interactive fountain with dynamic water spouts controlled by an Arduino, connected via a Raspberry Pi to enable users to play a quiz game with the fountain, which reacted to the quiz responses.

- Designed the in-game experience, app structure, and UI
- Developed the web-app front-end, and a portion of the Python server
- Designed the mechanism to allow the servo motor to rotate the fountain jet
- Designed and built the wood and plastic frame and water basin

Projects (continued)

STiC - Ski Tip Connector *Fall 2012*

A mechanical device to allow instructors of disabled skiers to more easily control and guide their students.

- Designed the rod-and-ring mechanism to ensure the wearer's skis do not cross
- Designed and modelled the device body and built the initial prototype

Say No To Comic Sans *Summer 2013*

A Chrome extension that scans a webpage for Comic Sans, and replaces it with Helvetica.

Colour Thermometer *Winter 2015*

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

My Toolbox



Sketch



Photoshop



HTML/CSS/JS



Origami



Framer JS



XCode



Python



Swift



Git

Education

University of
Waterloo
Class of 2017

Systems Design Engineering *with Cognitive Science minor*

- Systems Design Workshop 1 (SYDE 362)
- Engineering Design (SYDE 361)
- User Centred Design Methods (SYDE 348)
- Data Structures and Algorithms (SYDE 223)
- Intro to Control Systems (SYDE 352)
- Mechanics of Deformable Solids (SYDE 286)
- Digital Computation (SYDE 121)
- Human-Factors in Design (SYDE 162)

Clubs & Groups

WaterlUX Executive *Fall 2014 to present*

Vice President of the campus UX Club, in charge of external outreach, and club vision and branding.

The Water Boys *Fall 2013 to Winter 2016*

Section Leader for the UW all-male a cappella group. We competed at the ICCA competition last winter.

Interests

- Music — I love to play covers of artists like Ed Sheeran and Greg Holden at open-mic nights. I also try to write my own songs occasionally.
- Athletics — I'm a swimmer, skier, and recently discovered a love for yoga.
- Coffee — I have an AeroPress and I grind my own beans, but I'll have a Timmies if you offer.
- TV & Movies — I'm really into shows that keep you guessing. Some recent favourites are Game of Thrones and House of Cards and Luther.