



Adam Thompson

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-centered 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 experience in UX and Product design
- 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

Work Experience

Product Designer . Noom

Fall 2015 – New York City, NY

- Re-designed the meal-logging experience on iOS and Android to improve clarity and speed of navigation, evidenced by user-testing
- Initiated multidisciplinary collaboration by insisting upon stakeholder meetings before attempting solutions, and managed the early design process for the coach dashboard
- Improved the portion picker interface to improve user confidence when logging food items, by adding a larger interaction area, more salient unit display, and a more intuitive confirmation button.
- Prototyped and iterated interaction designs using Sketch, Framer JS, and Origami, and tested using Usability Hub and UserTesting.com

UX Designer . KnowRoaming

Spring 2014, Winter 2015 – in Toronto, ON

- Redesigned both iOS and Android apps from the ground up. I reworked everything from the registration workflow, to the in app experience at home and abroad using the KnowRoaming SIM Sticker.
- Leveraged customer feedback to iterate on the flow of the app to better correspond with the users' mental model of the 3 use-phases of the product.
- Initiated and oversaw the preliminary design of the new company homepage, and corporate portal
- Storyboarded, and animated an app intro video for the updated KnowRoaming app
- Designed and developed the KnowRoaming Athletes sign-up page using HTML5, CSS3, CoffeeScript and PHP.
- Started and lead weekly design meetings with developers, customer service, marketing and company leadership to discuss the experience of the mobile app's, consumer facing and corporate websites, and other relevant topics.
- Created, branded and optimized a core company service, now called ReachMe.
- Designed and prototyped a retail stand for dispensing product boxes and displaying product information in retail stores.
- Designed a new product package concept, reducing the box size by 50% by leveraging unique features of the KnowRoaming product.
- Created 3D concept models of an automated sticker application device using AutoCAD and Inventor

- AutoCad

- Inventor

Projects

Dynamic Hearing Protection

Sept 2016 - present

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SMART WATER

Spring 2015

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
 - Designed the mechanism to allow the servo motor to rotate the fountain jet
 - Developed the web-app front-end, and a portion of the Python server
 - Designed and built the wood and plastic frame and water basin
- My Toolbox
- | | |
|--------|--------------|
| Sketch | Photoshop |
| | Illustrator |
| | Balsamiq |
| | HTML 5 |
| | CSS 3 |
| | jQuery |
| | CoffeeScript |

UI/UX Designer

— Waterloo, ON Fall 2013

- Lead the design and development for a new music-discovery feature in MediaGo. This feature has not yet been released.
- Developed the front-end for the new feature using HTML, SASS and jQuery
- Proposed a UI re-design of the entire MediaGo application, enhancing aesthetics, and over user experience
- Designed promotional graphics and videos for MediaGo

3DS Max

Cinema 4D

Arduino

After Effects

Final Cut X

IT & Engineering HR Assistant

— Markham, ON Winter 2013

- Organized an open house event & designed and assisted in designing event related media
- Edited and improved php code for meeting room booking freeware
- Performed maintenance and setup on existing internal network, & servers
- Designed a new procedure for evaluating and interviewing new job candidates

InDesign

Swift

PHP

C++

Java

-

- Git

- XCode

- Bootstrap

- SASS

Education

University of Waterloo

Systems Design Engineering *with Cognitive Science Minor* University of Waterloo, Systems Design, Mechatronics, Human Factors, User Interface,

- Class of 2017

- Cognitive Ergonomics (*SYDE 543*)

Fall 2016

This course focuses on the role engineering psychology research plays in design of the information displays and devices associated with simple and complex cognitive tasks.

- Intro to Control Systems (*SYDE 352*)

Winter 2016

Classical and state space representations of control systems. Stability, controllability, observability and sensitivity. Frequency domain behaviour, Bode plots, Nyquist stability criteria. Pole placement, PID, phase-lead and phase-lag controllers.

- User Centred Design (*SYDE 348*)

Winter 2016

The focus in this course was on human factors and usability methods and techniques that should be applied throughout the design process, including: function and task analysis, usability analysis, prototyping and evaluation, user interaction styles, interface design, user designing to guidelines and standards

- Engineering Design (*SYDE 361*)

Spring 2015

In this class, we learned about the design process; from problem definition to ideation and prototyping. We practiced what we were learning with a term-long design project. Our team designed an **interactive water fountain**

- Circuits & Instrumentation (*SYDE 292*)

Fall 2014

This course covered op-amps, analog filters and various transducers. We covered measurement and instrumentation devices, and high, low and band-pass filters. My final project involved designing and building a single-note guitar tuner using an instrumentation amplifier, and a series of band-pass filters

Forest Heights Collegiate Institute