



Adam Thompson

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Summary

- Experience in UX and Product design since 2013
- 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

Work Experience

Product Manager (Poker) at Zynga

Spring 2016 in Toronto, ON

- Designed the initial UX wireframes and feature specifications for a hand replay feature expected to increase Daily Active Users
- Performed background research, user analysis, and A/B testing as part of the design process for a new Subscriptions model
- Configured final tuning parameters and UX flow for a viral engagement feature which increased Facebook feed app entry by 36%
- Managed, analyzed, and reported on key metrics for various in-app experiments

Product Designer at Noom

Fall 2015 in New York City, NY

- Leveraged user testing results to re-design the meal-logging experience, improving clarity, speed of navigation and to better reflect the common mental model of logging food
- Prototyped and iterated interaction designs using Sketch, Framer JS, and Origami, and tested using Usability Hub and UserTesting.com
- Enhanced the food portion picker interface to improve user confidence when logging food items
- Initiated multidisciplinary collaboration with all stakeholders to better understand product requirements, and managed the early design process for the coach dashboard

UX Designer at 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
- Designed and developed the KnowRoaming Athletes sign-up page using HTML5, CSS3, CoffeeScript and PHP
- Designed and prototyped a retail stand for dispensing product boxes and displaying product information in retail stores.
- Storyboarded, and animated an app intro video for the updated KnowRoaming app

Projects

Chameleon Hearing Protection *Sept. 2016 - present*

A variable hearing protection device for periodically loud environments, such as construction sites and factories which continuously adjusts its attenuation based on the loudness of the environment.

- Designed outer casing, and attenuator actuation mechanism
- Designed and built testing apparatus and developed test evaluation software
- Managed team priorities and coordinated collaboration efforts
- Developed analog circuit to determine the perceived loudness at the ear

SMRT WATR

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

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

TAP Metronome

Fall 2016

A simple iOS metronome app with a minimal interface built during Hack The North 2016.

Say No To Comic Sans

Spring 2013

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

Clubs & Groups

UW/UX

Fall 2014 to Spring 2016

Vice President of the UW campus UX Club. Currently an active member

The Water Boys

Fall 2013 to Winter 2017

Soloist and lead baritone for the ICCA semi-finalist a cappella group

Toolbox



Framer



Origami



CoffeeScript



jQuery



Sketch



Balsamiq



Python



HTML



PHP



Photoshop

Education University of Waterloo, BAsc. Systems Design Engineering, Cognitive Science minor