

# **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-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.

# **Work Experience**

## Product Manager (Poker) at Zynga

Spring 2016 in Toronto, ON

- · Designed the initial user experience wireframes and feature specifications for a hand replay feature expected to increase Daily Active Users
- Perfromed 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 Facebok 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 prototyped a retail stand for dispensing product boxes and displaying product information in retail stores.
- Designed and developed the KnowRoaming Athletes sign-up page using HTML5, CSS3, CoffeeScript and PHP.
- Storyboarded, and animated an app intro video for the updated KnowRoaming app

# Summary

- Experience in UX and Product design since 2013
- Product Management expereince researching, developing and prioritizing user & tech requirements
- Pitching and presenting my own designs at allhands meetings, backing them up with userresearch data, and following through with a plan for imlementation
- Collaborating and brainstorming design solutions with designers, developers, operations, and marketing

# **Projects**

# MADD.audio

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 volume of the environment.

- · Team lead & project manager
- · Developed and built a test apparatus and processing software

#### 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 guiz responses

- · Designed the game interface, and app
- Developed the web-app front-end, and a portion of the Python server

#### **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.

## **Toolbox**

















**jQuery** 





PHP

Sketch Balsamia Photoshop CoffeeScript

# **Education**

#### University of Waterloo,

BASc. Systems Design Engineering, Cognitive Science minor

# Clubs & Groups

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 Lead baritone for the premiere all-male a cappella group at UW