



Adam Thompson

Systems Design
Engineering

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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 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

Projects

Chameleon Hearing Protection

A variable hearing protection device Sept. 2016 - present 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
- Managed team priorities and coordinated collaboration efforts
- Designed and built testing apparatus and developed test evaluation software
- 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

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

Toolbox



Framer



Origami



Sketch



Balsamiq



HTML



Photoshop



CoffeeScript



jQuery



Python



PHP

Education

Clubs & Groups

UW/UX

Fall 2014 to Spring 2016

The Water Boys

Fall 2013 to Winter 2017