



Adam Thompson

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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 at Zynga

Spring 2016 in Toronto, ON

- Performed background research, user analysis, and A/B testing as part of the design process for a new Subscriptions model

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
- Enhanced the food portion picker interface to improve user confidence when logging food items
- Prototyped and iterated interaction designs using Sketch, Framer JS, and Origami, and tested using Usability Hub and UserTesting.com
- Initiated multidisciplinary collaboration with all stakeholders to better understand product requirements, and managed the early design process for the coach dashboard

Product 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.
- 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.
- Initiated and oversaw the preliminary design of the new company homepage, and corporate portal

Toolbox



jQuery



Framer



Sketch



Origami



Photoshop



Balsamiq



CoffeeScript



PHP



HTML



Illustrator

Education

University of Waterloo, BSc. Systems Design Engineering, Minor in Cognitive Science

Summary

- Collaborating and brainstorming design solutions with designers, developers, operations, and marketing
- Diverse education in UX, software, electrical, and mechanical engineering
- Over 1 year experience in UX and Product design
- 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

Projects

Audity

Sept. 2016 - present

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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 and built the wood and plastic frame and water basin
- Designed the mechanism to allow the servo motor to rotate the fountain jet

Colour Thermometer

Winter 2015

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

Analog Single Note Guitar Tuner

August 2015

An analog circuit that uses a series of band-pass filters, and envelope detector, and rectifier to discern whether the high-E string is in tune.