

Adam Thompson

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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 and ideas, backing them up with research, and following through with a plan for implementation
- Collaborating and brainstorming design solutions with a diverse team

Work Experience

Product Manager (Poker) at Zynga

Spring 2016 – Toronto, ON

- Designed 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%

Product Designer at Noom

Fall 2015 – New York City, NY

- Leveraged user testing data 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

UX Designer at KnowRoaming

Spring 2014 & Winter 2015 – Toronto, ON

- Redesigned both iOS and Android apps from the ground up—everything from the registration workflow, to the in app experience at home and abroad
- Leveraged customer feedback to improve the flow of the app to better correspond with the main use-cases of the product
- Lead weekly design meetings with relevant stakeholders to discuss the experience and design of the mobile apps

Projects

Chameleon

Sept. 2016 - present

A variable hearing protection device for periodically loud environments which continuously adjusts its attenuation based on the loudness of the environment.

- Researched user needs and requirements to inform design
- Designed ear-cup and variable attenuation mechanism
- Developed device testing validation software script

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

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.

Education

University of Waterloo,

BASc. Systems Design Engineering, Cognitive Science minor

Toolbox



Sketch



Balsamiq



Framer



Origami



Photoshop



Illustrator



HTML



Swift



Python



MATLAB

Clubs & Groups

The Water Boys

Fall 2013 to Winter 2017

Soloist and lead baritone for the ICCA finalist a cappella group

UW/UX

Fall 2014 to Spring 2016

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