Adam Thompson

Systems Design Engineering

adamthompson.ca   adam.thompson@uwaterloo.ca   226–972–2838

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.

Summary

- Diverse education in UX, software, electrical, and mechanical engineering
- Collaborating and brainstorming design solutions with designers, developers, operations, and marketing
- Over 1 year experience in UX and Product design
- Product Management expereince researching, developing and prioritizing user & tech requirements

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

- Designed and prototyped a retail stand for dispensing product boxes and displaying product information in retail stores.
- 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.

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

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.

Toolbox

Sketch   Balsamiq   Photoshop   InDesign   Java   jQuery   CoffeeScript   Swift   PHP   C++

Education

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