

# Adam Thompson

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B.ASc. Systems Design Engineering - University of Waterloo

## Summary

- Experience in UX and Product design since 2013.
- Researching, developing and prioritizing user & technological requirements.
- Developing and presenting design ideas backed by research, and following through with an implementation plan.
- Collaborating solutions with designers, developers, and other stakeholders.

## Work Experience

### Zynga - Product Manager (Poker)

Spring 2016 – Toronto, ON

- Designed initial UX wireframes and feature specifications for a new feature expected to increase Daily Active Users up to 10%.
- Performed background research, user analysis, and A/B testing as part of the design process for a new subscription model.
- Configured final tuning parameters and UX flow for a viral engagement feature which increased Facebook-feed app entry by 36%.

### Noom - Product Designer

Fall 2015 – New York City, NY

- Leveraging user testing data, re-designed the meal-logging experience to better reflect the observed mental model of logging food, which improved clarity and speed of navigation.
- Enhanced the food portion picker interface to improve user confidence when logging food items.
- Managed the early design process for the coach dashboard involving collaboration with all stakeholders to better understand product requirements.

### KnowRoaming - UX Designer

Spring 2014 & Winter 2015 – Toronto, ON

- Redesigned both iOS and Android apps from the ground up. Everything from the registration flow, to the in-app experience for all use cases.
- Designed and prototyped a retail stand for dispensing product boxes and displaying product information in retail stores.
- Created 3D concept models of an automated sticker application device using AutoCAD and Inventor

## Clubs & Groups

### UW/UX

Fall 2014 to Spring 2016

Vice President of the UW campus UX Club.

### The Water Boys

Fall 2013 to Winter 2017

Soloist and lead baritone for the international finalist A Cappella group.

## Toolbox



Fusion



Rhino



AutoCAD



Inventor



Photoshop



Illustrator



Arduino



MATLAB



Python



Makerbot

## 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.

- Designed ear-cup and variable attenuation mechanism
- Prototyped analog circuit to compute the perceived loudness at the ear
- Designed exposure-prediction and control logic on Teensy
- Developed device testing validation procedures and 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 quiz responses

- Designed in-game interface, and information 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

### 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

### Arduino VU Meter

August 2013

An Arduino system that takes samples from a mono-audio channel and outputs the relative volume on an array of LEDs

**Education** University of Waterloo, B.ASc. Systems Design Engineering with Cognitive Science Minor