

# Theo Thompson

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## Career Objective

To design truly innovative and engaging experiences which expose users to new ways to solve problems, learn, become inspired, and interact with one another.

## Education

Michigan State University (East Lansing, MI)  
B.A. in Media and Information Systems (2015)  
Specializing in Media Management

## Skills

User Experience Design, Wireframe Creation, Campaign Design, Client Presentations, Product Development, Virtual Reality (VR) & Augmented Reality (AR) Design, Content Strategy, Culture Building Activities, Loyalty System Design and Architecture, Agile Methodologies, User Research, Team Leadership, Trust Building, Group Presentations, Adobe Experience Manager, IBM's Websphere Commerce, SAP's Hybris, B2C Ecommerce

## Experience **User Experience Designer - Rosetta/SapientRazorfish\_**

Junior Designer (Oct 2015 - March 2017)

Senior Designer (March 2017 - Current)

- Designed for multiple technologies (Web, Mobile, Wearable, VR), created wireframes, presented work to client leads and CEOs, developed content strategies, architected content matrices, dictated interaction tables

## Other Activities

Product Development Activities:

- [Nivo: Ship It Day Winner \(Nationwide Hackathon - 2016\)](#)
  - Designed a digital environment containing all resources related to a client's digital channels. The goal was to develop a system clients can use as a one-stop-shop for all digital needs
- Digital Style Guide: Moonshine (Nationwide Hackathon - 2015)
  - Designed a Digital Style Guide enabling users to change styling without code knowledge. The DSG allowed people to test color schemes, button styles, import fonts, and push all changes to the live site through a predefined approval process.