Philip Adeoye

philipadeoye.com | oadeoye@regenstrief.org | 501-230-1115

UX & Software Development

With a diverse background in human-centered design, software development, and electronics engineering, I am committed to creating beautiful interactive products and services that champion user satisfaction, accomplish stakeholder goals, and are easily maintainable and extensible.

EXPERIENCE

Design Technologist – Regenstrief Institute   Feb '18 – Present

Contributed to the development of a prototype electronic health record system for dentists in the state of Indiana that taps into medical records that would otherwise be unavailable to them due to the split in medicine vs dentistry. This dental EHR uses the FHIR standard to populate a custom VueJS front end via the SMART on FHIR API.

Collaboratively designed a mobile app with a research scientist for people using at-home oral chemotherapy medication to report and manage the severity of their cancer symptoms. Such that they can very easily capture fine details of their condition and get precise recommendations to alleviate their symptoms.

Improved and maintained the SPHERE portal to ensure that it continues running and meeting the needs for the people living with colorectal cancer who rely on it. SPHERE is a social network built on the OpenMRS medical record system.

Designed and implemented the process flow, data storage mechanisms, and visual design for the BIG10 Cancer Portal. On this, I championed a revision from using Word documents created from batch-jobs on day-old CSVs to real time API calls and a React app. The BIG10 Cancer Portal is a prototype for a global search engine for cancer research studies funded by the National Cancer Institute

From hand-drawn sketches, subject observations, interviews, wireframes, high-fidelity mockups, multiple rounds of user testing to code on a server, I created the HILI platform: An app and management dashboard to deliver High Intensity Lifestyle Interventions to people living with Diabetes and Hypertension. HILI is a combination of meal ordering and delivery platform as well as a compendium of healthy living resources (articles, videos, and live classes with coaches).

Designed and built Meals at Home – an online service for Meals on Wheels of Central Indiana that improved patient choice by enabling homebound older adults with chronic conditions to order delicious home-delivered meals from any device. Prior to Meals at Home, they had no choice on what meals they got, but simply received what was on a prescribed schedule.

Collaborated with industry partners on the design of a non-contact, in-home sleep monitor to specifically address nighttime issues associated with Alzheimer's Disease, related dementias, and Mild Cognitive Impairments. On this, I collect sleep data from caregivers and patients and draft design requirements – based on participant behavior and sound design principles - aimed at ensuring that the end-product is not only an excellent sleep sensor, but one that the patients and caregivers want to use.

Supported people on their hypertension self-management journey by collaborating with various healthcare providers and researchers to iteratively design home-based lifestyle interventions that reshape their interactions around food, exercise, and social support.

SKILLS and TOOLS

UX Research & Design

Interaction Design
Design Thinking
Prototyping
Wireframing
User Research
Usability Methods
User Testing
Competitive Analysis
Contextual Inquiry
Balsamiq
Sketch/Adobe XD
Photoshop/Illustrator

Software Development

Full Stack Development
OOP, OO Design
Electronic Medical Records
Technical Writing
Responsive Design
HTML, CSS
JavaScript, jQuery
React
VueJS
Bootstrap
NodeJS/NPM
Git/Version Control
SQL/Relational Databases
PHP w/CodeIgniter
Java

Created a data visualization that balanced the need for detail and specificity desired by primary care providers with the simplicity and clarity that people living with Type II diabetes prefer. This visualization captures blood glucose levels and spikes in order to predict and prevent incidences of hypoglycemia.

Contributed to the conception and design of MINDSpeed – an intervention to study the effects of healthy eating and brain-training games on cognition in older adults. On MINDSpeed, I designed and built the administrative application that enables researchers to successfully administer the intervention and gain insights into participant behavior and usage. I also designed many portions of the participant app based on direct feedback and participant observations.

UX Volunteer – Gravity Drive   Jan '17 – Dec '17

Conducted interviews, observations, and contextual inquiries with staff and customers at a coworking space to learn how they worked and interacted within the space. Later generated ideas and concepts to improve space utilization and social networking within and outside the space. These concepts were iteratively manifested in high-fidelity interactive prototypes that customers and staff provided usability and desirability feedback on.

Solutions Consultant & Research Assistant – COMET Lab, Indiana University   Jan '16 – Dec '17

Designed and built Comet – a personnel management system for the Indiana University School of Medicine's Student Outreach Clinic that smoothed the process of volunteering for service opportunities at multiple clinic sites. Prior to Comet, each clinic site and each "working group" within a clinic had a different way of managing their schedule and volunteers. Comet's success at the Indianapolis clinic created demand for it at other clinics in Terre Haute and West Lafayette, IN.

Created Buttons in Cloth – a connected and very approachable soft "toy" that enables researchers to remotely capture quality of life data from people who may feel intimidated or uncomfortable around high-tech gadgets. Also designed and built a pocket camera around a Raspberry-Pi that uses computer vision to discern certain unsafe medications.

Software Engineer – WebReliance   Jul '13 – Nov '15

Designed and built a web application that enabled healthcare providers boost their revenue by quickly and accurately determining whom to bill when a patient presents with ambiguous insurance information. This web app was supported by underlying databases, algorithms, and security measures that I also implemented.

Collaborated on the development of a web application that enabled real-time tracking of cold-chain containers as they journey across the globe. This service ensures customers that their goods are where they expect, and at the appropriate temperatures.

Modernized an antiquated Enterprise Resource Planning software suite by translating decades-old C code written for a bespoke mini-computer into C#, HTML, CSS, JavaScript, and SQL. A key contribution to this project was re-creating the keyboard-driven UI the users were familiar with in order to ensure a smooth transition and immediate productivity.

Student Developer – CAPS, Harding University   May '12 – May '13

Contributed a real-time, up to the moment, map-view of law enforcement assets to ADVANCE – a data analysis and management web application for law enforcement agencies in Alabama, Arkansas, and Mississippi – using the ASP.NET MVC framework. CAPS: Center for Advanced Public Safety

EDUCATION

M.S Human Computer Interaction – GPA: 4.0   Dec 2017
Indiana University (IUPUI), Indianapolis, IN

Teaching Assistant for Digital Media Imagery - a Photoshop and Illustrator class with an emphasis on the Principles of Design. In this role, I tutored and evaluated students on acquiring a mastery of Adobe Photoshop and Illustrator, as well as in discerning between good and bad design.

B.S Computer Engineering – GPA: 3.99   May 2013
Harding University, Searcy, AR

Designed and fabricated the user controls, interface, and electrical components of the Curb Hopper. The Curb Hopper is an electromechanical modification that enables a three or four-wheeled mobility scooter to traverse street curbs.