Abby Thompson

PRODUCT DESIGNER

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EDUCATION

UX Design Professional Diploma

UX Design Institute
Expected completion Feb 2022

Bachelor of Software Engineering (Honours)

University of Auckland
2014 - 2018

SKILLS

Soft Skills

Interpersonal skills, Creativity, Adaptability, Team work

UX Techniques

Competitive Benchmarking, User Testing, Wireframing, Prototyping

Development

HTML/CSS, JS, React, Git, **Agile**

Tools

Figma/Sketch, Zeplin, Miro/Figjam, Descript, Slack, Notion

OUTSIDE OF WORK

I'm an avid snowboarder, kitesurfer, swimmer and road tripper.

EXPERIENCE

Jasper, Frontend Engineer / Product Designer

Nov 2020 - Present

Designing, developing and maintaining Jasper's three applications (admin, investor and marketing apps).

On a day to day basis, I interact with the designer, product manager, backend team and other internal stakeholders that use our admin product. In our Agile environment, we all contribute to scoping out new features according to their feasibility and timeline.

Using Figma I create and annotate designs for parts of our existing experience and help piece together new features our product manager brings to our attention.

MYOB, Graduate - Junior Software Engineer

Jul 2019 - Oct 2020

Full-stack software engineer for an Australian grown accounting software company. Utilising test-driven development and CI / CD.

Macquarie, UX Design + Technical Intern

Nov 2017 - Feb 2018

Assisted in the re-design of an asset management product. Worked with technologies such as Angular and Bitbucket to touch up the frontend code to align more with designs. Utilised Sketch and Zeplin to produce high-fidelity screens for the development team.

Google, Software Engineering Intern

Nov 2016 - Feb 2017

Implementing Android Widgets for Google Maps' Share Location feature. Worked with an existing code base to integrate shortcuts and widgets for the Share Location feature on Android devices.

Developing in Java, I adapted to the company's coding styles, development process and version control procedures.