

Thomas J Piggott

thomas@thomaspiggott.com
(734) 353-2300

3150 Fernwood Avenue
Ann Arbor, MI 48108

Profile

Masters student studying Human-Computer Interaction with a strong technical background. Passionate about crafting a great user experience.

Skills

- Project Management
- Prototyping
- Wireframing
- Personas & Scenarios
- Contextual Inquiry
- Interviewing
- Usability Testing
- Heuristic Evaluation

Software

- Photoshop
- Flash
- Illustrator
- Dreamweaver
- Axure
- Eclipse
- Microsoft Visual Studio
- Subversion

Relevant Courses

- Interface & Interaction Design
- Contextual Inquiry
- Technology in the Classroom
- Choice Architecture
- Educational Software Design
- Video Games & Learning
- Video Game Development
- Evaluation of Systems & Services
- Game Theory & Microeconomics

Professional Experience

MENLO INNOVATIONS, LLC

Software Developer

2010 – Present

Software Development Intern

2008 - 2009

- Worked as part of an Agile software development team using extreme programming and test driven development practices
- Assisted in implementation of a survey tracking system written in C#
- Worked on industry-leading flow cytometry software written in Java
- Developed internal iPhone project involving personal drug prescription tracking
- Created company website using WordPress, PHP, SQL, Javascript, HTML/CSS
- Performed Quality Assurance; devised functional, performance, load, and system integration tests

AMERICAN AXLE & MANUFACTURING, INC.

Quality Assurance Intern

2006 – 2007

- Helped implement database system that identified rejected parts using Oracle
- Performed studies on manufacturing processes to improve productivity
- Completed diagnostics on rejected parts to determine point of failure

Education

UNIVERSITY OF MICHIGAN – SCHOOL OF INFORMATION

Master of Science in Information

Expected May 2012

Specializing in Human-Computer Interaction

UNIVERSITY OF MICHIGAN – COLLEGE OF ENGINEERING

Bachelor of Science in Engineering in Computer Science

December 2009

Cum Laude, Dean's List Winter '09

Projects (details and additional information at thomaspiggott.com)

SWEETLAND CENTER FOR WRITING USABILITY STUDY

Winter 2011

Evaluated the website of the Sweetland Center for Writing and its use by students.

Conducted usability tests, interviews, surveys, comparison studies, heuristic evaluation and provided findings and recommendations to the client.

SUMMERS-KNOLL DIGITAL PORTFOLIO

Fall 2010

Designed a Digital Portfolio system for a private elementary school intended to facilitate teacher's assessments of students and allow for students to reflect on their work and progress. Conducted interviews, created personas and scenarios, paper prototypes, and a final high fidelity prototype for the client.

KERRYTOWN BOOKFEST WEBSITE

2009-2010

Volunteered to assist the Kerrytown BookFest improve their public face and ease organization of the annual event. Used WordPress to allow for easier content changes and developed a custom backend to maintain lists of exhibitors, events, and speakers.