

# THOMAS J PIGGOTT

## USER EXPERIENCE DESIGNER

### EMAIL

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### PHONE

Available on Request

### PORTFOLIO

<http://thomaspiggott.com>

### Profile

I'm looking for opportunities to design and champion incredible user experiences throughout the product lifecycle. I'm experienced with all phases of product development, from the research and design phase through development and release. I am also experienced as a consultant and teacher, working in agile environments, software development, and team management.

### Professional Experience

#### MENLO INNOVATIONS, LLC

*High Tech Anthropologist®  
Software Developer*

*2013 – Present  
2008 – 2012*

- As the voice of the end user, lead user-centric design processes in an agile environment
- Helped launch applications in the health and auto industries
- Consulted with clients to make, present, and support design recommendations to produce the most business value
- Coached organizations large and small looking to adopt agile and human-centered design practices

#### COSMOS MOBILE LEARNING

*Singapore Project Lead*

*June 2012 – January 2013*

- Oversaw design, development, and deployment of 2 Windows Phone apps to 350 students and 10 teachers used daily
- Observed classroom use of apps and performed interviews with students and teachers about their use of the apps
- Engaged primary school staff in successful transition from pure lecture to a more constructivist pedagogy

#### GOORU LEARNING

*User Experience Design Intern*

*May 2011 – April 2012*

- Designed and implemented administrative content editing tool
- Designed and developed the informational "About Gooru" website
- Designed interactive tutorials and help center to aid users with Gooru

### Education

UNIVERSITY OF MICHIGAN – SCHOOL OF INFORMATION

*Master of Science in Information*

*April 2012*

Specialization in Human-Computer Interaction and Information

Economics for Management

UNIVERSITY OF MICHIGAN – COLLEGE OF ENGINEERING

*B.S.E. in Computer Science*

*December 2009*

### Availability

Immediate

### Skills

- Contextual Inquiry
- Interviews
- Observations
- Personas
- Workflows
- Wireframing
- Prototyping
- Usability Testing
- Heuristic Evaluation
- Project Management
- Consulting

### Tools

- Photoshop
- Illustrator
- Flash
- Axure RP
- Balsamiq
- HTML / CSS / Javascript