# THOMAS THAT

UI/UX Designer

## CONTACT

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## TOOLS

Figma
Illustrator
Adobe XD
Web Design Languages
Photoshop

## TECHNICAL SKILLS

UI Design, Interaction Design, User Research, Market Research, User Personas, User Flows, Concept Sketches, Mood Boards, Wireframes, Mockups, Rapid Prototyping

## SOFT SKILLS

Collaborative, Detail-Oriented, Communicative, Flexible, Adept, Approachable

## HOBBIES

Movies, TV Shows, Video Games, Traveling, Running

## EDUCATION

**University of Washington**
June 2021, Bachelors in Informatics, Design-Focused
Relevant Courses: Mobile App Design, Applied Product Design, Design Methods

**Pierce College**
June 2017, Associates Degree

## EXPERIENCE

**Product Designer, Lightectron**
July 2021 – Nov 2021, Internship
Designed marketing posters and assisted with the UI on their application.

## PROJECTS

**SSCode**
- Conducted market and user research to identify and address current issues with programming IDEs.
- Designed the UI and implementation guides that my team used to create a collaborative coding platform.

**HumaneOS**
- Designed the Calendar and "To-Do List" applications for a concept phone operating system.

**EasyTalk**
- Conducted research with medical professionals to identify how children with autism can better communicate.
- Developed the front-end code to create an interactive prototype for users to give feedback on.

**WGA Smash 4 Modpack**
- Designed themed costumes for video game characters to create a consistent brand for the tournament series.
- Gathered user feedback to ensure that the UI changes do not conflict with the competitive nature of the event.