

# WADE THOMPSON, UX DESIGNER

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 wadethompsondesign.com

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## PROFESSIONAL EXPERIENCE

### Meyocks

UX Consultant (Contract) / March 2025 – Present

- UX consultant for Meyocks website redesign, collaborate with leadership, content strategists, creative team, and developers to support brand refresh initiative.
- Lead UX Designer for Practical Farmers of Iowa website redesign, shaping information architecture, user flows, wireframes, and visual design.
- Help with WordPress front-end development and quality assurance testing to ensure design accuracy and usability.
- Mentor designers on UX best practices, interaction design, and accessibility principles.

### Source Allies

UX Consultant (Contract) / March 2024 – August 2024

- Partnered with project delivery lead, developers, and client stakeholders to design a parts finder application for a global parts manufacturer.
- Conducted user interviews to identify pain points and improve search functionality, which reduced a two-week parts search workflow into just days.
- Collaborated with marketing team on a phased website redesign of company website, and delivered weekly production updates and demos to leadership.

### Anthologic

UX/UI Designer / September 2019 – November 2023

- Led UX design across multiple client websites, partnering with stakeholders, project managers, designers, and developers to deliver intuitive, user-centered digital solutions.
- Mentored designers on UX best practices, interaction design, and accessibility principles.

### Shift Interactive

UX/UI Designer / February 2015 – September 2019

- Designed low- to high-fidelity interfaces for web, mobile, and native applications, translating business and technical requirements into user flows, information architecture, wireframes, and interactive prototypes.
- Collaborated with cross-functional teams to deliver human-centered solutions that improved usability while meeting business goals and project timelines.

### Drake University

Adjunct Professor / September 2007 – June 2009

- Developed and taught a hands-on web design curriculum for graphic design students, aligning projects with industry best practices.
- Delivered lectures and workshops while providing individual feedback and mentoring to support student skill development.

### Thompson Design

UX/UI & Graphic Designer / June 2006 – Present

- Design user-centered websites, email campaigns, and digital products in collaboration with stakeholders and developers.
- Develop brand identities, print collateral, and marketing assets across digital and print media.
- Provide ongoing website maintenance and design support across multiple client accounts.

## SKILLS

- UI/UX Design
- Web & Mobile Design
- Information Architecture
- User Research
- Usability Testing
- User Flows
- Wireframing & Prototyping
- Design Systems
- Interaction Design
- Responsive Design
- Accessibility (WCAG)
- Visual Design
- Brand Identity
- Email Design
- Print Collateral

## TECHNOLOGIES & TOOLS

- Figma, FigJam, Figma Make
- Adobe Creative Suite (Photoshop, Illustrator, InDesign)
- HTML & CSS, Bootstrap
- Webflow
- Mailchimp, Stripe
- BugHerd, PageProof
- Asana, Hive, Jira