

Experience

- 2008-2010 — UX Designer | Microsoft
Interaction, information, and visual design for Aces Studio and MAX Server Division UX team. Worked on scenario editor for Microsoft ESP simulation platform v2.0 that allowed users to build scenario conditions, environment, and logic for simulations. Designed the Train Simulator community Web site (TSInsider.com). Also focused on two separate IT applications: one which authored models for IT system management packs and another which managed risk and compliance for applicable GRC laws and regulations (such as Sarbanes-Oxley).
- 2006-2007 — Product Designer | Expedia
Interaction, information, and visual design for an internal content management tool. Worked closely with PMs on feature planning and promotion within the platform team. Assisted in user research and subsequent usability sessions.
- 2006 — Product Designer | Microsoft
Interaction and information design for an internal business intelligence tool created for major engagement management projects. Involved in feature planning. Provided direction for visual design to an outsourced design firm.
- 2005-2006 — Product Designer | Drugstore.com
Interaction and information design for a major e-commerce site and associated partner sites. Provided design solutions and documentation for high-impact projects affecting user flow and conversion. Established methodologies and best practices for design implementation.
- 2003-2005 — Product Designer | Microsoft
Interaction, information, and visual design for Information Worker team and Hardware Driver Development team. Created visual style guides. Conducted usability research and user tests. Developed prototypes using HTML and Flash. Provided design solutions, vision, and documentation for large cross-team projects. Established methodologies and best practices for design implementation.
- 2000-present — Owner | TA Thompson Design
Responsible for all aspects of a one-man design house including project initiation and management, art direction, visual design, interaction design, information design, Flash design, and administration. Clients include Robinswood Financial, GameTree, Barefoot Cay Resort, and Catalyst Technical.
- 1998-2000 — Product Designer | Microsoft
Interaction, information, and visual design for interactive goal-based help systems for Project 2000 and NetMeeting. Focused on usability issues inherent with Microsoft applications. Coordinated efforts with other Microsoft teams to evangelize goal-based help and end-user strategies. Worked with a cross-discipline group to evaluate user types and develop personas. Created Flash animations to present conceptual topics in Project 2000 (a first for Microsoft CD-based software help systems). I received three Society of Technical Communications awards for my work on the Microsoft Project 2000 help system. Also worked on specific help features as part of the Microsoft Windows 2000 User Assistance team.
- 1997-1998 — Creative Director | AccountingNet
Responsible for focusing the visual and interactive goals for a growing Internet company offering a portal Web site for accounting professionals. Duties included all creative and art direction, brand development, design for the company's primary site and several satellite sites sharing common branding, information design of online content, team building for the development group, and organization and maintenance of the development process.
- 1994-1996 — Designer and Production Lead | Creative Multimedia (Portland, OR)
Provided a broad range of creative support for an variety of "coffee table" CD-ROMs. Specific tasks included design and production, development of interface components, initiation of internal A/V department, music composition, and video editing.

Education

- 1981-1985 — Wichita State University (Wichita, KS)
Graphic Design, Fine Art, Art History
- 1985-1987 — Philadelphia College of the Arts (Philadelphia, PA)
Film, Animation, Audio Design