

Andy Thompson

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Skills & Software

Adobe Photoshop,
Illustrator, Premiere
InDesign, Sketch
Framer, After Effects
Invision, Atom
Abstract
Cinema 4D, Maya
Final Cut Pro
HTML 5, CSS/SASS
MEAN, Git, Jira
FOSS Contributor

Awards

1 Gold ADDY (2012)
1 Gold ADDY (2013)
3 Silver ADDYs (2012)
Accepted to CCA with
20K/YR scholarship, but
couldn't afford to attend

About me

I'm a product & motion designer with almost a decade of design experience currently living and working in San Francisco, CA. My mission is to enrich the human experience through the thoughtful application of design and technology.

I enable designers and product teams to solve the right problems. I utilize collaboration across disciplines - such as product, research, and engineering - to discover and prioritize new opportunities and solutions. I enjoy taking simple ideas and instincts through rigorous experimentation to create products that thrive in the hands of real people, then obsessively researching and iterating on those products to drive improvements and business value.

Experience

Contract Product Designer | Cloud Kitchens | Remote

October 2020 - June 2021

Helped define, refine, and extend the internal Otter and REP design systems.
Created animatics to create a delightful experience, and explore motion within Otter.
Leveraged updated design systems to design new screens and feature for both products.

Product Designer | Proximity Law | San Francisco, CA

August 2020 - Present

I worked part-time to define the product and design vision for Proximity, a centralized legal platform. From investor and feature decks to MVP product definition, to our foundational design system. An initial 2M+ seed round was acquired.

Designer in Residence | Sutter Hill Ventures | Palo Alto, CA

October 2019 - October 2020

I worked as a product designer with entrepreneurs in residence to build market-leading products and companies under the guidance of William Bull.
I was responsible for the 0 to 1 creation of two products:
Proximity Law, a centralized legal platform
Atomic PLM, a holistic product lifecycle management platform

Lead Product Designer | Woebot Labs | San Francisco, CA

June 2018 - October 2019

I worked as the lead product designer at Woebot Labs from initial seed funding through Series A. Wireframed, prototyped & designed Android (Google Play 2019 Winner) & iOS (Featured) mobile apps. Designed & developed Woebot's website (5M+ unique views). Created & refined investor pitch deck for successful Series A funding. Led small internal and contract team, interviewed and hired design candidates. Worked with ML engineers, to help shape conversational design experiments. Created analytics dashboards, and improve data labeling pipeline.

Lead VR Product Designer | Samsung Research America | Mountain View, CA

April 2017 - June 2018

After our acquisition, I was placed in a lead design role in which I helped ideate, design, and prototype mobile social VR apps.
Lead small team of 3 designers to prototype ideas and execute internal projects.
Worked closely with multi-discipline developers while reporting to the org's direct manager.
Applied 3D, UI/UX, product design, interactive design, and shader graph skills to create functional prototypes.
Created, refine, and maintain the lab's first minimal VR design system.

Web, Motion & Design | Freelance

February 2010 - Present

I've been working as a freelance web design & development, graphic, product, and motion design for the last decade for both local and international businesses and clientele.
Live app: Ultimate Circle of Fifths (#5 in Music)
Highlight: Accepted to YC's startup school (out of 15K+ applications)

UX & UI Instructor | UC Berkeley Extension | San Francisco, CA

July 2018 - Dec 2018

I taught an intensive 24 week UI/UX/Product design bootcamp.
Managed two TAs, and taught 28 students practical ui/ux/product design skills.
Notable success stories include internships or entry jobs at Walgreens, Spotify, and Picnic.

VR Product Designer | Samsung NEXT Accelerator | New York, NY

August 2016 - April 2017

I worked as a VR product designer in Samsung's New York accelerator.
The work done during my time at NEXT led to an acquisition of our small team by Samsung Research America.
Built social VR mobile apps with 3D, design, UI/UX, interactive design & prototyping skills.

Senior Designer (+ Motion) | Carrot Creative | New York, NY

April 2016 - August 2016

I worked as a staff senior designer during my time at Carrot.
I created two digital ad experiences for Lipton and Ferrari.
I also worked on internal branding, and worked with a small team of designers to design Carrot's new website, which would later become Vice Virtue's site post acquisition.

Graphic Designer & Front-end Development | Tilt | Baton Rouge, LA

September 2013 - April 2016

I worked as a web and graphic designer, as well as front-end development during my time at Tilt. The work I did spanned from print media to web design to digital illustration.

Contract Front-End Developer | Marina Maher Communications | New York, NY

September 2015 - December 2015

I built the landing website & tumblr for Gillette's UseYourAnd campaign according to design.

2D/3D Game Design | Limit Theory: 180K Funded Kickstarter

January 2014 - December 2015

I worked with a friend to launch a kickstarter for a game that was funded for 187K of original 50K goal. Co-created the concept for the infinite procedural space simulation game.
I was responsible for art direction, UI/UX, 3D assets, and any design related work.

Concept Artist Intern | Telltale Games | San Rafael, CA

December 2012 - March 2013

I researched & created environment and character concept art.
I shadowed other concept artists to learn the production pipeline.

3D Artist & Animator | Production Club | Los Angeles, CA

May 2012 - September 2013

Under the guidance of my boss Scott Pagno, I created 2D/3D motion graphics and tour visuals for Skrillex's Full Flex Express Tour.
I modeled, rigged, textured, and animated assets for Zedd, Madeon, Nas & Speedy J.
I created motion graphics for DeviantArt's Artist Alley @ ComicCon (2012).
I pixel mapped the main stage at LA's HARDFest for Skrillex's 2012 - 2013 set.

3D Artist & Animator | Pixel Dash Studios | Baton Rouge, LA

September 2012 - February 2013

I worked as a 3D artist to create concept characters and environments for Road Redemption.
I compiled concept research and reference collection.
I created 2D sketches and low-poly 3D game assets.

Designer | Ring Marketing | Baton Rouge, LA

September 2011 - May 2012

I worked as a staff graphic designer on projects ranging from food branding to print media.

3D/2D Artist Intern | Rivet Games | San Francisco, CA

May 2011 - September 2011

I worked as an intern at Rivet games to create low-poly 3D objects for further detailing and texturing.
Created advertisement artwork for various social media outlets.
Created 2D icons for UI from sketches.

Education

Louisiana State University

September 2010 - May 2014

BFA, Digital Art & Minor in Computer Science