Ian Thomas Wilson

Creative Technologist, User Experience Designer, Developer

# Contact Information

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# Work Experience

## dscout

### Lead Software Engineer

Dates: 2022-2023

Led both our primary product team as well as the design and frontend engineering teams for our AI skunkworks lab. Managed junior and senior developers, reviewing work, providing career guidance. Contributed directly to the codebase for key products and our design system through numerous PRs using React and Figma.

## Thrivent

### Senior Creative Technologist

Dates: 2021 to Current

Led effort to define and prototype the new post-login tech stack, environment, and experience.

## Fjord

### Senior User Experience Designer

Dates: 2015 to 2021

Co-leader and participant of teams providing design, innovation, and strategy for clients in healthcare, hospitality, consumer products, energy, insurance, and finance. Fjord Chicago data and design ambassador and Fjord Makeshop physical prototyping guru. Conducted user experience research, defined strategy, ideated concepts and wireframes, built prototypes, and guided and participated in production.

## The Georgia Institute of Technology

### Graduate Teaching Assistant, Graduate Research Assistant

Dates: 2014-2015

Co-taught classes in interactive product development while conducting research with the lab. Inspired and critiqued student work while providing problem solving help that encouraged students to be empowered by technology to communicate their ideas. This included teaching basic programing in Javascript and Arduino and electronics skills to design students with no coding experience. Research included helping spur on development of the technology industry in Monrovia, Liberia for former child soldiers.

## Epic

### User Experience Design Intern

Dates: 2014

Led and managed a project team of interns and full-time employees through ideation, wireframing, visual design, user acceptance, and prototyping for an information visualization system. Helped transform the user experience capability at Epic from merely visual design to design led innovation. Key work: leveraging an established database of recorded clicks and user interactions in order to programmatically gather insights about user experience design problems and empower trainers with data in order to help care providers become more efficient.

## Iowa State University

### Audio/Visual Recording Engineer

Recording audio and operating remote cameras for broadcasting concerts for live streaming over the Internet.

# Education

## The Georgia Institute of Technology

### Masters of Human Computer Interaction

Industrial Design Track

Attended 2013-2015

## Iowa State University

### Bachelors of Industrial Design

Minor in General Business

Minor in Music Technology

Study Abroad in Rome, Italy

Attended 2007-2013

# Freelance and Consultancy Industry Experience

## Financial Services

Business to Business Transactions, Consumer Credit, Auto Loan Originations, Auto Insurance

## Healthcare

Electronic Medical Records, Healthcare Analytics, Employee Experience, Nursing Excellence, Veterinary Health

## Government

ADA and WCAG Compliance Evaluation, Population Analytics, Large Scale Program Management, Government Healthcare, Population Census

## Consumer Goods and Services

Beverage Distribution Analytics, Restaurants, Call Centers, Travel Booking Sites

## Communications and Media

Employee Experience, Strategy

# Lab Experience

## Fjord Makeshop

### Fjord Chicago

Dates: 2015-Current

Design and build of innovative wearables, Internet of Things devices, and environments for clients and internal initiatives.

## Interactive Product Development Lab

### The Georgia Institute of Technology

Dates: 2013-2015

Soft and hard wearable technology, supporting lab research through protocol design and technology experimentation. Arduino, Raspberry Pi, and JavaScript.

## Sonification Lab

### The Georgia Institute of Technology

Dates: 2013-2014

Designed and conducted user acceptance testing on an accessible fantasy football website for the visually impaired.

# Honors

### Transforming Data With Intelligence Best Practice Award

### GaTech Convergence in Innovation Competition Finalist

### 2014, 2015 Campus Movie Fest Georgia Tech Best Picture Winner

### Iowa State University Dean’s List Fall 2011, Spring 2012, Fall 2012, Spring 2013

### Calphalon Best Process Award

### President’s Award for Competitive Excellence

# Skills

## Research

## Contextual user experience research

## Stakeholder interviews

## D-Scout and remote interviews

## Task analysis and user experience evaluation

## Market research, competitive analysis

## Personas, Archetypes, and Mindsets

## Data deep dives

## KPI creation

## Design

* Storyboarding
* Rapid Visualization, Ideation, and Prototyping
* Hand and Digital Sketching, Rendering, and Whiteboarding
* Urethane, Foam-core, and Found Object Rapid Modeling
* Wireframing
* Low, Medium, and High-Fidelity Prototyping
* Information Visualization
* Business Planning and Design-Led Strategy
* Crafting Visions and Roadmaps

## Design Software

* InDesign, Photoshop, Illustrator
* Sketch, Figma, Adobe XD, Invision, Axure, Balsamiq
* SolidWorks, Fusion 360, Keyshot, Maxwell Render, Makerbot
* Autodesk Sketchbook Pro
* Microsoft Office Suite

## Audio/Video Software

* Apple Logic Pro
* Avid Pro Tools
* Premiere Pro
* After Effects

## Build

* HTML 5, CSS 3, Javascript, Typescript
* React, Next.js, Redux, Angular, AngularJS, D3.js, MongoDB, NodeJS
* Python, Visual Basic
* Arduino, Processing
* Git
* WCAG & ADA Compliance

## Other Handy Skills

* Experienced International Traveler
* Coursework in French and Italian
* Multi Instrumental Musician
* Recording/Mixing Audio Engineer
* Articulate and Effective Public Speaker