

IAN THOMAS WILSON

UX Designer and Creative Technologist



CONTACT

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EDUCATION

The Georgia Institute of Technology

MS Human Computer Interaction

Industrial Design Track

Class of 2015

Iowa State University

Bachelors of Industrial of Design

Concentration in Interactive Technology

Minor in Business & Minor in Music Technology

Study Abroad in Rome, Italy

Class of 2013

HONORS

TDWI Best Practices Award 2017

GaTech Convergence in Innovation Competition Finalist

2014, 2015 Campus Movie Fest 2014 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

WORK EXPERIENCE

Current **Thrivent**

Senior Creative Technologist

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

2021 **Fjord**

Senior Creative Technologist

2015 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.

2015 **The Georgia Institute of Technology**

Graduate Teaching Assistant

2014 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 programming 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.

2014 **Epic**

User Experience Design Intern

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.

2012 **Iowa State University**

Audio/Visual Recording Engineer

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

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 white-boarding
Storyboarding
Concept prioritization
Wireframes
Low, Medium, and High-Fidelity prototyping
Information Visualization
Business Planning and Design-Led Strategy
Crafting Visions and Roadmaps
Urethane, foamcore, and found object rapid modeling

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, Slack

Audio/Video Software

Apple Logic Pro
Avid Pro Tools
Premiere Pro

Build

HTML 5, CSS 3, SASS, Javascript
React, Redux, Next, Angular, D3.js,
jQuery, MongoDB, NodeJS
Python, Visual Basic,
Arduino, Processing
ADA Compliance
Git, AWS

Other Handy Skills

Client Relationship Management
Project Planning and Scoping
Experienced international Traveler
Multi Instrument Musician
Recording/Mixing Audio Engineer
Articulate and Effective Public Speaker

LAB INVOLVEMENT

Fjord Makeshop

Fjord Chicago
Design and build of innovative wearables, Internet of Things devices, and environments for clients and internal initiatives.
2015-2021

Interactive Product Development Lab

Georgia Institute of Technology
Soft and hard wearable technology, supporting lab research through research protocol design and technology experimentation. Arduino, Intel Edison and Galileo, Raspberry Pi.
2013-2015

Sonification Lab

Georgia Institute of Technology
Designed and conducted user acceptance testing on an accessible fantasy football website for the visually impaired.
2013-2014

FREELANCE AND CONSULTANCY INDUSTRY EXPERIENCE

Financial Services

Business to Business Transactions
Consumer Credit
Auto Loan Originations, Auto Insurance
Health Insurance, Mutual Funds

Healthcare

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

Government

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

Consumer Goods and Services

Beverage Distribution Analytics
Restaurant
Call Centers
Travel Booking Sites

Communications and Media

Employee Experience
Strategy
