

Adam Bourret

I take **complicated things** and make them **simple**

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Experience

Senior Product Designer

Top Hat, June 2017 - present

I research, design and launch innovative features and improvements for the Top Hat education platform. I also facilitate product strategy sessions and provide mentorship for junior designers.

Achievements

- Led the research, design and testing to launch Top Hat Tournaments: a new gamification feature
- Designed Top Hat's new content marketplace and launched a variety of experiments and improvements to expand our growing content business
- Introduced new processes to promote collaboration between departments, agile development, and experimentation

Senior Product Designer / Head of Design

Influitive, May 2016 - June 2017

After serving on several teams within Influitive, I was promoted to head of design.

Achievements

- Led research, design and implementation of a comprehensive redesign of Influitive's core product
- Facilitated design sprints, built prototypes and validated product ideas to discover new directions for the company
- Led a four member design team to achieve professional growth and promote a user driven approach at Influitive

UX/UI Design Lead at **Kanetix LTD**, Sep 2013 - May 2016

Designer / Developer at **Ratesupermarket.ca**, Aug 2011 - Sep 2013

Designer / Developer at **Bluenotion Inc.**, Nov 2009 - Jun 2011

Front End Developer at **adbeast**, June 2007 - Nov 2009

Skills

Facilitation: Coordinating design and agile teams, leading design workshops and critiques, mentoring designers, developing roadmaps

Research: User personas, user interviews, data analysis, usability testing, A/B testing

Design: User flows, journey maps, whiteboarding, wireframing, Sketch, Photoshop, Invision

Prototyping: HTML/CS/JS, live testing

Education

Centennial College

Interactive Digital Media
2007-2008

Brock University

Degree in Visual Arts
2001-2005