

Chad Thornton

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PORTFOLIO www.brightlycoloredfood.com/portfolio (*out of date, will be updated by September*)

EMPLOYMENT **Aardvark, Kiva, Ruba, and Mixer Labs**
Interaction (UX) Designer (freelance) Bay Area June 2008 - present

Sproost.com

Co-founder San Francisco, CA August 2008 - January 2008

- Co-founded a startup that recommends home furnishings based on personal style.
- Designed the interface, defined the feature set, coded much of the front-end, secured meetings with VCs, and sourced technology.

Google

Interaction (UX) Designer Mountain View, CA June 2004 - June 2008

- Lead design efforts on Google Talk, Gmail Chat, Profiles, Contacts, and OpenSocial.
- Did smaller projects on Mobile, Mac, Client, Blogger, Adwords, and internal tools.
- One of the first ten design hires. Helped recruit and interview many of the next 70+ designers.

IBM Research, Collaborative User Experience Group

Intern Cambridge, MA Summer 2003

Conducted user research and created design concepts focused on contact management and social networking in enterprise companies.

Intuit

User Researcher Mountain View, CA October 2000 - June 2002

- Carried out 20+ usability tests and used various user-centered design techniques: ethnographic inquiry, iterative prototyping, personas, cognitive walkthroughs, heuristic evaluation, etc.
- Designed interfaces in QuickBooks, Quicken, assorted websites, and web applications.
- Introduced new user research techniques for our UX team, including a Flash-based card sorting tool, remote usability testing via telephone, and use of interest-driven usability tasks.

Achieva.com

Instructional / Interaction Designer, User Researcher San Mateo, CA July 1999 - October 2000

- Designed curriculum, interactivity, and instructional guidelines for an online Study Skills course.
- Co-managed a team of writers for Study Skills content and assessment.
- Conducted usability testing for Study Skills and College Preparation courses.

EDUCATION **Carnegie Mellon University** Pittsburgh, PA Fall 2002 - Spring 2004

MDes Interaction Design, School of Design

- Coursework in interaction/interface design, user research, design research, design theory, physical prototyping, and information design.
- Thesis paper: *Connectedness in One-to-Many Communication Systems*. Jodi Forlizzi, advisor.
- Thesis Project: *Social Awareness, Presentation, and Connection: Instant Messaging as a Presence Platform*. John Zimmerman and Shelley Evenson, advisors.

San Francisco State University San Francisco, CA Fall 2000 - Summer 2001

Courses in Instructional Design, Interaction Design, and Information Design

Pomona College Claremont, CA Fall 1995 - Spring 1999

Bachelor of Arts in Biology. Relevant coursework in education, anthropology, and psychology.

FAVORITE TOOLS

- Uniball Vision Exact and plain white paper for thinking and designing
- Fireworks and Omnigraffle for mockups, Photoshop for detailed graphics work
- Coda for HTML, CSS, JS, and light Python/PHP/Ruby
- Logic, Soundtrack Pro, and a variety of synths for audio/sound design
- Final Cut Express for video

PUBLICATIONS Just a few, mostly academic. They're listed on my portfolio website, or email me and I'll send a list.