

# Thomas Q Brady

## Design Engineer



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Hybrid designer/engineer with 10+ years designing and building cohesive user experiences and scalable UI systems. Passionate about user-centered design, prototyping, and bridging design/dev workflows. Experienced with Svelte, React, and leading research-backed design for high-impact teams.

### ACCOMPLISHMENTS

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- Co-wrote the book [Building Web Apps with Ember.js](#) for O'Reilly in 2014
- Invited to speak at the Öredev conference in Malmö, Sweden, in 2013 and 2014, O'Reilly Solid in San Francisco in 2014, and Inter in Las Vegas in 2018
- U.S. Patent grants: 8963984, 9560317, 10447795, 1062987

### EXPERIENCE

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#### Senior Software Engineer/Designer, **Take Two Games/Zynga** — 2023 to present

- First and only full-time designer on the team, handling design and user research across several work streams
- First dedicated frontend engineer on the team
- Created and maintain new design language system and component library, as both a Figma component library and as a frontend implementation packaged on npm, fully documented, in use by multiple project teams
- Cross-trained backend developers and data scientists who are getting started with frontend engineering
- Mentoring a data scientist as a part-time junior designer, doing regular skill share sessions in which we do paired design work, and participating in a cross-studio design reading club I started (currently reading [The User Experience Team of One](#))
- **Shipped (designed and built the frontend for) internal tools for game designers** that empowered them—and developers, producers, and marketers across all of Take Two (Rock Star, 2K Games, Zynga)—with AI tools to produce game content, marketing materials, and more

#### Senior Software Engineer, **Zynga (now part of Take Two)** — 2022 to 2023

- **Built new, shipping features for Words With Friends**—mobile Scrabble game with millions of daily active users—in React Native
- Participated in major effort to port the entire game from React Native to Unity/C#
- Built new, shipping features for Words With Friends in Unity/C#

#### Senior Design Technologist, **H-E-B** — 2019–2021

- Participated in digital transformation team bringing modern design thinking practices to a 120-year company with as many employees as the Texas state government
- Worked in the curbside fulfillment digital team designing the hardware, software, and cross-channel tools the personal shoppers used—during the pandemic, when the incredible spike in demand broke all of our existing infrastructure
- **Co-conducted an in-depth user research effort** with numerous personal shoppers and customers all over Texas
- Built prototype hardware (smart carts with e-paper screens, LED feedback, and more) and software UIs for use in user-testing to validate new concepts before rolling out enormous/costly infrastructure
- **Shipped a Figma plugin** for the Design Language System team that analyzed design documents in Figma produced JSON implementations of all the design tokens that was used by the React implementation of the DLS, meaning the designers could click “publish” in Figma and see the updates reflected in running iOS, Android, and Web clients (Figma later added a similar first-party feature)

#### Design Lead, **Carnegie Technologies** — 2018-2019

- **Hired and led a design team of 5** designing a slew of new products from SaaS applications to wearables to IoT devices

Staff UI Engineer, **Visa** — 2017-2018

- **Shipped, maintained, documented, and supported an implementation of Visa's then-new design language system** as an Angular component library packaged on npm that was in use by thousands of developer worldwide
- Worked with their excellent accessibility team to ensure AAA accessibility scores for the entire library (the built-in charting features, for instance, would generate screen-reader- and keyboard-navigation-friendly markup)

Product Designer, **Polycom (now Poly)** — 2015-2017

- **Designed videoconferencing hardware/software/clients** including Window, Mac, iOS, and Android applications, set-top boxes (with a proprietary OS), remote controls, cameras, touchscreens, digital whiteboards, and more
- Conducted user research, usability studies
- Produced design documents from product requirements and specifications to customer journey maps, wireframes, and prototypes to visual compositions and design specifications
- Lead designer working with teams spanning the globe (California, Texas, Israel, India, China)

Technology Director, **Reaction Housing** — 2014-2015

- **Co-designed and prototyped physical interfaces for operating a portable smart home used in disaster relief**, from RFID-bracelet-operated door locks to capacitive touch input switches for lighting and HVAC, all designed to be intuitive for people from various backgrounds when in high-stress situations, and fitted with sensors of all kinds (temperature and humidity, smoke detectors, tile sensors) so that the houses could be deployed and maintained by volunteer groups as easily and intuitively as possible, with an admin console that offered door lock<>bracelet assignments, house status, and more
- Identified and managed vendors to productize the hardware for critical life-saving scenarios and to provide mission-critical mesh-networking infrastructure
- Shipped a handful of working units with an array of sensors (smoke detectors, tilt sensors, temperature and humidity), digital signage (LED matrix displays that could display "room numbers" and alerts), locks, lighting, HVAC, and more, operating on a functional mesh network, with a web-based dashboard system that could observe and operate the houses

Senior Design Technologist, **frog** — 2012-2014

- Worked on proofs of concept, prototypes, design language systems, and sometimes shipping software for brands you know, such as Standard & Poors, Bridgewater Associates, Intuit, Microsoft, Honeywell, and Disney

## EDUCATION

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Bachelor's of Arts in Psychology and Philosophy from Houston Baptist University

## SKILLS

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⚙️ **Engineering:** Svelte, React, Angular, Vue, Ember, TypeScript, Node, CSS, Tailwind, D3, Building, deploying, and maintaining UI libraries, Unit & end-to-end testing, Rapid prototyping, High-fidelity prototyping, Accessibility standards and implementation ⚙️ **Design:** Interaction design, Human-centered design, Design Thinking, Creation and maintenance of design language systems, Figma, Wire-framing, User research, Data visualization, UX writing ⚙️ **Communication and Leadership:** Excellent written and oral communication, Training & presenting, Documentation, Mentorship, Stakeholder presentations,