



“ Do the right things.
Do things right. ”

THOMAS KLEPL

tom@klepl.com
+1-416-825-1553
www.klepl.com
linkedin.com/in/klepl/

From strategy to execution, I'm passionate about creating high-quality, meaningful products that people love to use. My excitement inspires others to do the same, as I combine both intuitive and analytical thinking to distill complex problems into elegant interfaces using a thoughtful, researched and creative approach.

I work best in teams where quality is a top priority and sharing of ideas is encouraged. My empathetic nature and development experience allows me to collaborate effectively with my team including other designers, researchers, product managers and development leads.

CAREER HIGHLIGHTS

Lead UX Designer

PowerPlan Inc. (formerly Riva Modeling Systems) — *August 2015 - September 2020*

- Led all aspects of user experience design as part of a company-wide effort to rethink, rebuild and modernize the company's enterprise software products.
- Collaborated with product managers, development leads and other designers to define problems and find optimal solutions, often by asking difficult questions..
- Provided design leadership to a team of 2 other designers and the organization as a whole, through the introduction of UX strategy and process, design advocacy as well as facilitating collaboration both inside and outside the design team.
- My work included: UX Strategy and Tooling, Design Systems, Information Architecture, Interaction design, Visual design, Data Visualization design, Workflow design, Prototyping, Icon design and occasional usability testing.

Information Architect

Canadian Broadcasting Corporation — *Multiple contracts, 2009 - 2014*

- Designed the information architecture for CBC Radio's new online services including new mobile apps and content management system components.
- Architected and designed user interfaces and workflows for the CBC News content management system, used daily by hundreds of journalists.
- Planned and designed a completely new video portal for the full range of CBC's TV content including News, Sports and Entertainment programming.

CAREER HIGHLIGHTS
CONTINUED

Freelancer and Consultant

2010 - 2015

- Pivot Design Group : Lead Interaction designer on the Xprize Tricorder project, a smartphone-powered biometrics device, for Toronto's Cloud DX. Provided leadership to intermediate and senior-level designers on the team.
- Chango : UX/UI Lead working closely with the CEO to define and design the company's visual brand, public website, self-service portal and various external communications materials. Led a small team of developers who assisted me in implementing the UI.
- Ontario College Quality Assurance Service: UX/UI Consultant on the digitization of the organization's paper-based application and management processes. Created user personas, scenarios, workflows, wireframes and the visual interface design.
- Newsweek: UI Designer and Developer on the World's Best Countries interactive.

Part-time Instructor

York University – Spring 2009

- Taught a first year course in Interactive Design within the Bachelor of Design program, Faculty of Fine Arts. Topics included Information Architecture, HTML/CSS and graphics programming using the Processing language.
- I was rated 4.5 out of 5 by my class in a department survey.

Senior UI Architect

Canadian Broadcasting Corporation – May 2006 - March 2009

- Provided expertise and design-oriented technical direction in HTML and Flash User Interface development to junior developers.
- Developed a number of high-visibility sites and applications including the Beijing 2008 Summer Games program guide and live video streaming interface, the Interactive Election Map and multiple TV and Radio program web sites.

Design Associate

Teehan+Lax – November 2004 - November 2005

- Focused on information architecture and interface design for large corporate clients including John Hancock, CanWest, President's Choice, Telus Communications, IBM, Dice, EMS, Hersheys and Continental Airlines. Responsible for concept development, wireframing, visual design and Flash programming.

SKILLS & KNOWLEDGE

Soft Skills

- Collaboration — I believe that the best design solutions emerge when a diverse team works together to solve a problem. I make this happen by engaging my team in design workshops, reviews, and ad-hoc conversations as much as possible. I believe that good ideas can come from anyone.
- Empathy — I build strong relationships with users and throughout an organization by listening to people and developing an understanding of their challenges..
- Balance — I consider user, business, and technical factors in every design.
- Curiosity — I'm always on the lookout for all things new, better, or just different.

User Experience Design

- Mature skills in the many facets of Design including Design Thinking, Information Architecture, Interaction design, Visual design and Prototyping.
- A firm believer in design processes and techniques including the British Design Council's Double Diamond, Jobs to be Done and Daniel Rosenberg's Semantic IxD.
- Experience designing and conducting both generative and evaluative research.
- Experience designing responsive and native applications for multiple platforms.

Technology

- Mature skills in front-end coding and object-oriented programming & design.
- Solid understanding of server, database, application layer and API fundamentals.

EDUCATION

Honours Bachelor of Design

York University/Sheridan College — 1996 - 2000

- Specialization in interactive system design. Studied concept development, design process, typography, visual language, colour, photography, and design history.

FUN FACTS

- From 1993 to 1996, I designed, built and operated a popular local online Bulletin Board System which was the initial spark that ignited my career.
- In 2007, I experienced 3,300km of incredible New Zealand landscapes by bicycle.
- In my free time, I play piano and compose music.
- In the StrengthsFinder test, my top 5 strengths are: Maximizer, Relator, Responsibility, Harmony and Deliberative.