



Thomas Plowman

Product Designer

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Product designer who takes ideas from research to shipped products. Uses AI to accelerate through synthesis, explore directions quickly, and build to spec across UX and interaction design, treating it as a collaborator not a finishing tool. Brings a graphic design foundation that keeps the work creative, clean, and purposeful.

Core Skills

Product Design UX/UI, interaction design, design systems, information architecture, accessibility

Research & Strategy User research, usability testing, competitive analysis, product strategy

Software Figma, Photoshop, Illustrator, InDesign, After Effects, HTML/CSS/JS, GitHub, Vercel, Supabase

Artificial Intelligence Tools Claude, Cursor, Gemini, OpenAI

Recent Projects

Product Designer *The Banker Sports Betting Platform*

- Designed and launched a social sports betting platform that transforms individual betting activity into a shared live experience. Conducted user interviews, competitive analysis, and market validation.
- Defined end-to-end product architecture including room creation, bet submission, OCR processing, leaderboard tracking, and settlement flows. Designed a system and high fidelity prototype in Figma.
- Led usability testing during live Champions League matches and iterated on OCR and onboarding workflows based on user feedback. Built and launched a working React product used by real users.

Product Designer *Next Gen Recruiting Platform*

- Two time Silver ADDY winning recruiting platform connecting college athletes and coaches through interest based discovery. Identified recruiting inefficiencies through coach interviews, competitive analysis, and personal experience as a collegiate athlete.
- Designed a two-sided marketplace that reduces coach workload while increasing player visibility. Developed profile creation, search, watchlists, and messaging workflows. Created the visual identity, product brand, and design system. Conducted usability testing and iterative design validation.

Lead Product Designer *Flux Collaborative Project, FigBuild 2026*

- Led a four person team during a 72-hour international design hackathon. Defined product strategy and user experience around chronoception, the perception of time and flow state.
- Designed onboarding, flow state guidance, and behavioral insight experiences. Built the primary visual language and interaction model for the product.

Additional Experience

Sports Graphic Designer *Freelance & Collegiate Athletics (2022-2025)*

- Created social campaigns, matchday graphics, and content for ArtU, and Bryant & Stratton College.

Education

Bachelor of Fine Arts, Interaction & UI/UX Design *Academy of Art University (2026)*

UI/UX Undergraduate of the Year, 2x Silver ADDY Award, ADDY Finalist, Personal Brand & Mindset App

Associate of Applied Science, Graphic Design *Bryant & Stratton College, 4.0 GPA (2023)*

USCAA Academic All American (2021, 2022)