

Thomas Q Brady

DESIGNER & DEVELOPER



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ABOUT ME

I am a craftsman at heart—driven to life-long learning and inspired by imparting and receiving knowledge with and from mentors and mentees. I **love** solving problems. As a designer I use research, collaboration, lateral thinking, and prototypes to find solutions. As a programmer I get to assemble or build what we dreamed about during the design phase, trying to balance the needs of the user, the team, the calendar, and the future.

EXPERIENCE

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

On the Applied AI team first at Zynga and then at Take Two (our department was reorganized out from the child company—Zynga—to the parent company in January 2025) we build AI-powered tools for game developers, designers, producers, and marketers. I serve the team in two roles. As the first and only designer on the team of about 25, I've created an appetite for design work, which so far includes user research by request and initial design discovery work for every project. I've developed a simple but growing design language system in use by several teams across multiple projects. I'm mentoring my first part-time designer (an engineer who shows interest). As the first and now one of very few frontend engineers I've built a reusable component library that implements the design language system, distributed via npm. I've been cultivating a team of mostly backend engineers and data scientists into quite capable "part-time full-stack" engineers. They've grown from feeling "very uncomfortable" writing frontend code to regularly taking on bugs and even new features on the frontend.

Senior Software Engineer, **Zynga** — 2022 to 2023

Before moving to the Applied AI team, I first worked on the Words With Friends team at Zynga, where I built new features for the mobile game in React Native and Unity/C#.

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

I was part of a digital transformation effort at H-E-B, a 120-year-old grocery behemoth in Texas. As it turned out, I was working there in the curbside fulfillment department at the time of the COVID 19 pandemic—a time that demand for the service very suddenly skyrocketed. Along with a team of designers we conducted thorough research of the entire fulfillment process, from data warehouse to inventory warehouse to in-store shopper to the customer in the parking spot with their trunk popped. As the only design technologist I got to prototype new interfaces designed to relieve pain, increase productivity, decrease waste, and add delight. I built many mobile prototypes in native and web technologies, and even got to build a few interactive hardware concepts (think "smart shopping cart") with Arduino, Raspberry Pi, and the like.

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

Carnegie was a short-lived, but action-packed experience working at a start-up incubator. I built and led a centrally resourced team of product designers, servicing our in-house clients whose products ranged from SaaS applications to wearables to IoT products.

Staff UI Engineer, Visa — 2017-2018

I worked as a full-time frontend engineer at Visa, but worked on a small team of engineers within a design team that owned the Visa design language system. I built, maintained, documented, and trained others on a component library that implemented the design language system—implemented in Angular—and some best practices, supporting a team of developers that numbered in the tens of thousands and spanned the globe. I also worked very closely with our accessibility team to ensure the component library received AAA scores on accessibility measures.

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

I designed software interfaces and cross-channel experiences for conferencing solutions that spanned mobile devices, desktop and laptop devices, set-top boxes, and more (room control tablets, microphone arrays, robotic cameras, and more). I built many prototypes, as well, from software to hardware prototypes, sometimes fully-featured enough to integrate with real hardware and software interfaces and act as actual conferencing equipment. I led the creation of Polycom's first design language system, and the creation of a new product class, traveling the globe coordinating design teams and hardware and software engineering teams across the U.S., Israel, India, and China to negotiate scope and timelines. I also ensured an important feature—one which improved our pairing experience from a very manual process to one that rivaled the ease of AirPlay—by building a proof-of-concept implementation that demonstrated the concept and the feasibility of the method (making use of bluetooth beacons).

Technology Director, Reaction Housing — 2014-2015

As employee #1, working with two founders I'd met at frog, I co-designed, prototyped, and selected and worked with vendors to productize hardware interfaces for Reaction's mobile smart-homes—8x8x8-foot stackable housing units that could be easily transported on the back of a flatbed truck to enable everything from pop-up hotels to disaster relief housing. I designed and built prototype RFID-powered door locks, lighting, and air movement solutions, as well as capacitive touch interfaces to control them, an array of sensors to detect temperature, humidity, smoke, and even detecting the housing unit tipping over, and a mesh network and oversaw a team that developed the admin interface to track all of it, all before HomeKit, Alexa, and Google Home had normalized such things.

Senior Design Technologist, frog — 2012-2014

I 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.

ACCOMPLISHMENTS

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, as well as O'Reilly Solid in San Francisco in 2014, and Inter in Las Vegas in 2018

U.S. Patent grants: 8963984, 9560317, 10447795, 1062987

EDUCATION

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