

Tom Mudgett

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Experience

Peloton - Senior Product Designer

New York, NY | Sep. 2020 – Present

- Led the design of key launch features for the Peloton Row which give users feedback on their rowing form and allows them to customize a workout's difficulty level based on their rowing experience
- Collaborated with cross-functional teams including user research, engineering, product, hardware, marketing, content, branding, and our instructors to ensure a successful launch of the Peloton Row
- Led UX design for a feature that allowed users to pause their workout on our Bike and Tread tablets
- Contributed to the development of a feature that enabled members to invite friends to workouts across various platforms, including our hardware tablets, mobile apps, and web experience
- Developed text-to-speech flows for several features to increase accessibility for our users

Managed by Q - Senior Product Designer

New York, NY | Apr. 2019 – Mar. 2020

- Led design and research for the company's new iOS app which allows workplace teams to manage their office on the go
- Implemented features on mobile which included: a ticketing system to track workplace tasks, a messaging experience and a vendor directory
- Maintained a mobile style guide to allow other designers to contribute to our app
- Designed web free trial and checkout flows that allowed us to launch paid subscriptions

GameChanger Media - Senior Product Designer

New York, NY | Sep. 2014 – Mar. 2019

- Led the design of the GameStream, one of our most popular features which allows parents and family to follow and listen to live youth baseball games on our iOS and Android apps
- Redesigned and updated our subscription flows and pricing pages for both our mobile and web platforms to allow for multiple plan tiers and free trials
- Designed the search feature for our team management app
- Enhanced our invite, messaging and scheduling tools to allow for better communication between coaches, parents and players
- Created a responsive email template for our email alerts
- Researched and designed features for a beta lacrosse scorekeeping product

Education

Parsons School of Design

New York, NY | Sep. 2012 – May 2014
MS in Strategic Design and Management

University of North Carolina at Chapel Hill

Chapel Hill, NC | Aug. 2006 – May 2010
BS in Business Administration

Skills

Interaction Design, Interface Design, User Interviewing, Usability Testing, Wireframing, Prototyping, Information Architecture, Journey Mapping, Persona Creation, Animation, Video Editing, Accessibility Design

Tools

Figma, Sketch, Invision, Principle, Miro, Framer, Zeplin, Illustrator, Photoshop, InDesign, Hype3, After Effects, Final Cut Pro, HTML, CSS, Excel, Keynote