

Philip Adeoye

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UX & Software Development

With a diverse background in human-centered design and software development, I am committed to creating beautiful interactive products and services that champion user satisfaction, accomplish stakeholder goals, and are easily maintainable and extensible.

<https://philipadeoye.com> (Portfolio site with interactive demos)

EXPERIENCE

UX Designer & Software Engineer – Regenstrief Institute

Feb '18 – Present

I led the research, design and engineering on a variety of healthcare-focused projects including electronic medical records, mobile applications, physical products, and lifestyle medicine interventions. In completing these projects, I conducted the full lifecycle of UX and software development from stakeholder interviews, user research, sketches, high-fidelity, user testing, all the way through front-end and back-end software engineering in several platforms and languages.

I also collaborated with research scientists, healthcare providers, and other engineers and designers to scope out projects, evaluate their feasibility, and select the appropriate technologies to achieve success for end users.

Examples of projects I contributed to are three separate meal-delivery and tracking systems, an electronic medical records system for dentists, and a symptom tracker for people living with colorectal cancer.

Software Engineer – WebReliance

Jul '13 – Nov '15

I developed web applications across the healthcare, logistics, and enterprise sectors, focusing on data-driven efficiency and systems modernization. This work includes building a financial informatics tool that optimized healthcare revenue cycles through automated insurance billing, as well as a real-time cold-chain tracking service to monitor global cargo temperature and location. Additionally, I spearheaded the modernization of an antiquated ERP into a modern .NET web app.

EDUCATION

M.S Human Computer Interaction – GPA: 4.0

Dec 2017

Indiana University, Indianapolis, IN

Teaching Assistant for Digital Media Imagery - a Photoshop and Illustrator class with an emphasis on the Principles of Design. In this role, I tutored and evaluated students on acquiring a mastery of Adobe Photoshop and Illustrator, as well as in discerning between good and bad design.

B.S Computer Engineering – GPA: 3.99

May 2013

Harding University, Searcy, AR

SKILLS and TOOLS

UX Research & Design

Visual & Interaction Design
Design Thinking
Prototyping
Wireframing
Usability Methods
User Research
User Testing
Contextual Inquiry
Balsamiq
Sketch/Adobe XD/Illustrator
Figma

Software Development

Full Stack Development
Responsive Design
HTML, CSS
TailwindCSS
JavaScript/TypeScript
React
VueJS
NodeJS/NPM
Git/Version Control/CI/CD
PostgreSQL/MySQL
PHP
Java
Python
Docker
FHIR
Amazon Web Services
Google Cloud Platform