Patrick Swanson

— UX/UI Design and Research —

SCHOOL

DePaul University

M.S. Human-Computer Interaction with Distinction

Chicago, IL

Milwaukee School of Engineering

B.S. User Experience & Communication Design, Minor in Psychology

Milwaukee, WI

SKILLS

- Accessibility
- Adobe Creative Suite
- Agile Project Management
- Design Systems
- Design Thinking
- Figma
- Front-End Development
- Game Design (Mobile)
- Extensive Study and Practical Experience with Generative AI and Prompt Engineering: ChatGPT, MS Copilot
- Usability Testing
- UX Design / Prototyping
- UX Research

EXPERIENCE

UX Designer (Co-op)

Warner Bros. Discovery
*WB Games - Boston   Game of Thrones: Conquest*

- Designed new features driven by company initiative, improvements from direct player feedback, and quality of life initiatives from the design team's investigations.
- Produced wireframes based on spec. sheets and presented them to project teams to develop the production timeline.
- Worked on both webstore and mobile game designs.
- Developed fully functional prototypes in Figma to demonstrate user flow through new features.
- Developed UX resources including: UI/UX terminology for efficient communication, design templates for wireframes, and competitor analysis reports.
- Worked within cross-functional teams to develop small improvements and major features for the game.
- Led the design of a highly requested player feature.

UX Design & Research Intern

3Data

- Aided in developing new features on the platform.
- Conducted testing on the 3Data platform and website to improve the quality of the content.
- Developed and designed content for the company's website.
- Developed user personas to clearly identify the company's users and their needs.
- Developed wireframes for new UI designs.
- Supported management with project timelines and progress reports.

CONTACT

swansonux.com
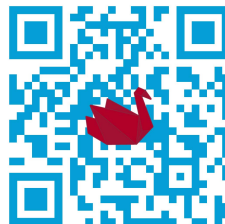
linkedin.com/in/swansonux

patswancreations+jobs@gmail.com