



# Patrick Swanson

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## EDUCATION

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**DePaul University – Chicago, IL**

*Master of Science, Human-Computer Interaction, 2024*

*Relevant Coursework: User Research Methods, Prototyping & Implementation, Usability Evaluation, Accessibility*

**Milwaukee School of Engineering (MSOE) – Milwaukee, WI**

*Bachelor of Science, User Experience and Communication Design, 2020*

*Minor: Psychology*

*Relevant Coursework: Web Design, Human Factors in Engineering, Global UX, UI Design, Agile Project Management, UX Research*

## PROFESSIONAL EXPERIENCE

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**Warner Bros. Discovery (WB Games Boston) – Needham, MA (Remote)**

**2022**

*UX Designer (Co-op) for Game of Thrones: Conquest*

- Designed and prototyped new game and webstore features based on player feedback, company initiatives, and team investigations, using tools like Figma to illustrate user flows.
- Collaborated with cross-functional teams to deliver key improvements, including leading the design of a highly requested player feature and developing UX resources like wireframe templates and competitor analyses.

**3Data – Austin, TX (Remote)**

**2019**

*UX Design & Research Intern*

- Designed and tested new platform features, developed user personas, and created wireframes to improve UI designs and address user needs.
- Enhanced website content and functionality while supporting project timelines and reporting for streamlined team progress.

## SKILLS

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**Programming languages:** HTML, CSS, JS, Java, Python, R

**Computer software/ frameworks:** Figma, Sketch, Adobe Creative Suite, Jira, Microsoft Office

**UX Skills:** User Research, Design Thinking, User-Centered Design, Prototyping, Usability Testing, Accessible Design, Agile Project Management, Design Systems

**Additional Skills:** Generative AI and Prompt Engineering, Game Design, 3D Modelling and Printing