



## DANIEL FITZPATRICK

[www.danfitz.me](http://www.danfitz.me)

[daniel@danfitz.me](mailto:daniel@danfitz.me)

781-454-8555

### Experience

*December 2014-Present*

**User Experience Lead**

SmashFly Technologies

Lead the design and UX efforts within the enterprise recruitment marketing platform, working between the product and engineering teams to modernize the user interface and develop new features. Gain understanding of our many user personas through comprehensive analytics and sporadic interviews. Own all stages of design from concept and wireframes, through working prototypes, to final production templates. Created and maintain the SmashFly component library, iconography, and style guide.

*June 2013-December 2014*

**UX Developer/Designer**

Bullhorn, Inc.

An integral part of the user experience team who guided the entire company to prioritize the user. Helped to modernize and humanize the applicant tracking system with personalized layouts, intuitive workflows, and easy primary actions. Formalized the style guide and maintained the production css for the SaaS application.

*June 2009-May 2013*

**Web & Graphic Design Specialist**

Seahorse Bioscience

The sole designer and web developer within the marketing department of this late-stage biotech startup. Maintained a professional brand across marketing and scientific collateral, both printed and electronic. Built architecture and design systems around content for the website. Point of contact with multiple vendors for large scale (product, trade show, web, brochure) design projects.

*January 2009-May 2009*

**Production Artist**

89 Degrees

Optimized images and input information into the interactive e-circular program. Also production/design work on HTML email templates. *This was a placeholder job until a better fit was found.*

*September 2007-December 2008*

**Graphic Designer**

Tomlinson, LLC

Traditional graphic designer for this small firm. Focus began with print collateral and shifted to web design and development for various clients including Vibram, Trask, Lindt, and Javaccino.

### Education

*September 2003-June 2007*

**Rhode Island School of Design**

Bachelor of Fine Arts,

Graphic Design

### Professional Skills

●●● User Interface Design  
●●○ Information Architecture  
●●● Design Thinking  
●●● Prototyping  
●○○ User Research  
●●○ Agile Methodologies

●●● Adobe Creative Cloud  
●●○ Sketch/inVision  
●●○ HTML5  
●●● CSS3 scss  
●○○ Javascript *angularJS*  
●●○ git flow