PATRICK FEENEY

DESIGN, RESEARCH, INNOVATION, ENGAGEMENT

BACKGROUND

I'm a creative technologist with a background in Visual Design, Innovation Consulting and Human Computer Interaction. I have five years of experience working across branding, social science research, STEM engagement, interaction design, client innovation and emerging technology development.

My interdisciplinary experience and academic grounding put me in a unique position to tackle complex challenges with a blend of creativity, theory and practice. I'm passionate about sustainable, human-centred technologies. My best work uses foresight methods to help organisations identify and navigate future business challenges.

EDUCATION

BA DESIGN & VISUAL CULTURE
NCAD | 2019 – 2022 | 1st Class Hons

This dual degree focused on the practical study of creative design, paired with the academic study of visual culture. During this course, I developed a speculative design framework that would later become a client-facing project at Accenture.

MSC HUMAN COMPUTER INTERACTION
UCD | 2025 – 2026 | Ongoing

HCI is a field of study encompassing UX, cognitive and computer sciences, psychology, and other evidence-based methods to inform how interactions with technology are designed, governed, and experienced.

EXPERIENCE

CLIENT INNOVATION ANALYST | ACCENTURE, THE DOCK
Dublin, IRE, 2023-2025

At Accenture's Global Innovation Headquarters, I worked as a Client Innovation Analyst across technology, policy, and human-centred innovation. I was responsible for developing identities, exhibitions, digital experiences, and workshops to engage audiences with social science research in the field of emerging technology.

Key achievements during my time at Accenture:

- My work visualising the state of Global AI Regulation was showcased at a UN General Assembly event in New York.
- I collaborated with the Alan Turing Institute to design a user-friendly, accessible course on Responsible AI.
- My speculative design expertise supported a nation-wide consultation on the future of healthcare in North America.
- My work on Trustworthy Technology was featured in the 100 Archive, boosting Accenture's community impact.

PRINCIPAL BRAND DESIGNER | GAZE INTERNATIONAL LGBTQIA FILM FESTIVAL
Dublin, IRE, 2021-Present

I've been the Principal Brand Designer for GAZE Film Festival since 2021. GAZE is a queer film festival hosted at the Light House Cinema and Irish Film Institute every summer. GAZE's visual identity is inspired by research into the history of queer resistance in Ireland, riffing on protest posters and underground nightclub leaflets.

Key achievements from my work with GAZE:

- My identity was awarded a place in the 100 Archive for its design excellence.
- I built a digital ecosystem with accessibility at its core that grew our audience and drove sales.
- My creative advertising helped us to consistently exceed our sales targets and increase attendance.
- I embedded cost-saving measures into the design process from day one, reducing our print budget by more than 70%.

MID-WEIGHT DESIGNER | THINKHOUSE AGENCY
Dublin, IRE, 2025

THINKHOUSE is one of the world's leading independent agencies. Powered by youth culture, their digital-first, future-fit marketing is for progressive brands that care about people and planet. As a mid-weight designer, I took ownership of multi-media creative campaigns with a youth-focused edge for some of Ireland's biggest brands.

Key achievements from my time at THINKHOUSE:

- I designed for social justice and citizenship with GOAL Global, launching Cards for Humanity – a game about building connections and making change.
- I developed a bespoke digital experience for an international drinks brand that drove consumer engagement.
- I was the lead creative on a project which formalised the consumer-facing footprint of an established produce brand.

AWARDS

Winner | Leaders of Tomorrow Entrepreneurship Programme
Official Selection | 100 Archive | Trust Fall
Official Selection | 100 Archive | GAZE Film Fest
Shortlisted | IDI Awards | Exhibition Design
Shortlisted | IDI Awards | In House Design Team of the Year

SKILLS

Design/ Brand Identity, Interaction Design, Speculative Design, Motion Graphics, Print & Digital Design, Science Engagement, Technology Communication, Web Development. **Technical/** HTML (proficient), CSS (proficient), JavaScript (intermediate), Accessible UX, Wire-framing, Prototyping, UX Design. **Research/** Human-Centred Innovation, Workshop Design, Creative Direction, Quantitative Data Analysis, Stakeholder Engagement, Agile Workflows. **Tools/** Full Adobe Creative Suite, Visual Studio Code, Full Microsoft Suite, R-Studio.

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