



PATRICK H. THOMAS

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UX/UI Designer with a background in operations management and digital marketing, committed to developing elegant experiences with the user at the center of the design process.

Recent projects

Skills

Product Design
Rapid Prototyping
User Interface
Design Research
HTML / CSS
Javascript
Brand Development

Tools

Sketch
Figma
Invision
Adobe Illustrator

Coop | *Web and Android Prototype*

Application designed to facilitate remote collaboration and storage for creative professionals, built using Illustrator, Sketch, Invision.

- Built desktop and mobile prototypes
- Deployed and utilized findings of user studies
- Created logos, graphics, and branding guidelines

Dandelion | *Branding/Website in progress*

Brand development for a Teashop and Apothecary storefront, designed in Illustrator and Photoshop.

- Creating primary logo and complementary graphics for print and digital use
- Designing and deploying website for the newly established brand.

Relevant experience

Apprenticeship | *Bloc.io - remote*

- Crafted solutions for various project briefs through user research and iterative design.
- Built prototypes of mobile and desktop applications, and implemented rounds of revisions based on the findings of user testing
- Developed and integrated branding and identity elements.

Brewing Operations Specialist | *Freelance - various*

- Established greater brand awareness through digital content creation and product photography.
- Facilitated revenue growth by implementing production, staffing, and distribution solutions for small breweries.

Visual Artist/Brewer | *Evil Genius - Philadelphia, PA*

- Designed and illustrated unique labels for packaged products.
- Liased between production staff and customer service team to establish sensory training and improve customer engagement.
- Accomplished a 10% yearly increase in production on a small brewing team.