Patrick Liddy — Creative Technologist

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I am a full stack developer with a passion for user experience. I am a designer who understands the technologies that bring used to create working software. With over 25 years experience leading projects with emerging technologies, I love to create build in both the digital and physical worlds. Being fluent in the language of technology, design, and business, I practice a lean, interdisciplinary approach to solving problems.

Skills

Design & Strategy

- · UX Design and Research
- Digital Strategy
- Design Thinking
- · Lean & Agile Methodolgies
- Team Leadership

Front End Technologies

- · HTML5/CSS3
- Javascript/jQuery
- Bootstrap/Handlebars
- Ember.js
- Git/GitHub

Full Stack Technologies

- Node.js/Express
- SQL & MongoDB
- · Ruby on Rails
- Python
- Amazon Web Services

Experience

Web Developer 2017-Present

Building on my experience in software engineering and realizing the need for team members with strong skills in both technology and design, I completed a 12-week, 600+ hour web development bootcamp. Increasing my knowledge with a variety of languages and frameworks, I leveled up my skills with the latest development technologies. I am able to rapidly prototype MVPs in a lean product development process or build full-stack applications as part of a team.

# Web Development Intensive	General Assembly	Mar 17-Jun 17
# CS50x: Intro to Computer Science	HarvardX	Feb 17-Mar 17

UX Designer 2007–2017

For ten years, I focused on user experience design, working for small- to mid-sized digital agencies in Boston. I am fluent in all aspects of UX research and design for responsive web and mobile. I led teams on projects ranging from \$400K to \$2M for clients including Reebok, adidas, TripAdvisor, Hospira, and Travellers. I was responsible for planning, estimating, and budgeting, and delivery. Working closely with my development teams, I architected technical solutions, including a hybrid iOS app with off-line functionality and on-demand content updates and a custom CMS interfaces for use by non-technical audiences. During this time I also pursued graduate study in population-based conflict.

# Director, UX	Medullan	Nov 15-Jan 17
# VP, Digital Strategy	Partners+Simons	Nov 13-Apr 15
# Sr. UX Designer	Communispace	Jan 13-Nov 13
# Assoc. Creative Director, UX	Freelance @ Sapient	Mar 12-Jan 13
# Assoc. Director of Strategy	Isobar	Jul 11-Dec 11
# Sr. UX Designer	Isobar	Jul 10-Jul 11
# UX Designer	Isobar/Molecular	Apr 07-Jul 10



Fabrication Designer

2001-2006

Based in Las Vegas. I applied my digital skills to the design of home automation systems, interactive water features, and theatrical scenery. The breadth of projects allowed me to explore diverse applications of technology, including programmable logic controllers, CAD and 3D animation and rendering, RAID 5 servers for home media distribution, and the establishment of a large-format printing operation with CNC capabilities. I also learned fabrication techniques using wood, metal, plastics, and basic electronics.

Digital Media Specialist # Design Consultant

S & M Scenic Freelance

Jun 03-Jun 06 Mar 01-Jun 03

Interactive Developer

1995-2001

As an developer, I designed and coded a variety of applications across multiple platforms and delivery media, including optical, kiosk, and online. I specialized in interactive museum exhibits, including the Best Software for Kids Gallery at the Computer Museum, which won a Best of Boston award from Boston Magazine. The system I created to allow network delivery of applications led to the founding of Softricity, where I was one of the first employees, and which was eventually acquired by Microsoft. As an early subject matter expert in interactive design, I also taught several graduate courses in the Computer Science department at Harvard Extension School.

# Director of Software Certification	Softricity	Jan 00-Mar 01
# Human Factors Engineer	Softricity	Aug 99-Jan 00
# Sr. Interactive Developer	Chedd/Angier	Jun 97-Aug 99
# Instructor	Harvard University	Jan 95-Jun 98
# Interactive Developer	Freelance	Jan 95-Jun 97

Visual Designer 1990-1995

As a visual designer, I developed my skills in design, branding, marketing, digital media production, and publishing automation. I also continued my formal education in design and computer science.

Staff Assistant # Graphic Designer Harvard University

Oct 92-Jan 95

Freelance Oct 90-Oct 92

m Education

Graduate Courses in Government

Harvard University Sep 06-May 10

Graduate Courses in Computer Science & Design

Harvard University Jan 93-May 94

Bachelor of Arts in Economics

University of Pennsylvania Sep 86-Jun 90

Q Interests

- Metalworking
- Woodworking
- IoT & Home Automation
- History & Strategy
- Cooking
- Knitting