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 are used to build working software. With over 25 years experience leading projects in the field of emerging technology, I love to imagine and create in both the digital and physical worlds. Being fluent in the languages 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 Methodologies
- Team Leadership

Front End Technologies

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

Full Stack Technologies

- Node.js
- Express + Mongoose
- SQL + MongoDB
- · Ruby on Rails
- · Amazon Web Services

Experience

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Web Developer 2017-Present

Building on my experience in software engineering and the need for team members with strong skills in both technology and design, I completed a 12-week, 600+ hour web development bootcamp at *General Assembly*. Increasing my knowledge with a variety of languages and frameworks, I leveled up my skills with the latest development technologies. I can 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, budgeting, and delivery. Working closely with my development teams, I architected technical solutions, including a hybrid iOS app with cloud-based content updates and a custom CMS interface 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 |
|------------------------------------|---------------------|---------------|
| # Vice President, Digital Strategy | Partners+Simons | Nov 13-Apr 15 |
| # Sr. UX Designer | Communispace | Jan 13-Nov 13 |
| # Associate Creative Director, UX | Freelance @ Sapient | Mar 12-Jan 13 |
| # Associate Director of Strategy | Isobar | Jul 11-Dec 11 |
| # Sr. UX Designer | Isobar | Jul 10-Jul 11 |
| # UX Designer | Isobar/Molecular | Apr 07-Jul 10 |
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Fabrication Designer

2001-2006

Based in Las Vegas, I applied my digital skills to a variety of applications in the physical world, including the home automation, 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 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 S & M Scenic Jun 03-Jun 06 # Design Consultant Freelance Mar 01-Jun 03

Interactive Developer

1995-2001

As a developer, I designed and coded a variety of interactive applications on multiple platforms and delivery media. 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 for 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 -level computer science courses 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 AssistantHarvard UniversityOct 92-Jan 95# Graphic DesignerFreelanceOct 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