

PATRICKMUTH

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Creative problem solver with a proven track record of designing highly usable, user-centered experiences. Passion for combining creativity and technology to make people's lives better.

SKILLS

Design, iterate and refine UX concepts through research, storyboards, user flows, wireframes, prototyping & user testing. Effectively communicate user experience designs to team members, stakeholders, and present to clients.

Deep knowledge and experience in Sketch, Framer, InVision, OmniGraffle and Adobe Creative Suite

Extensive experience prototyping a variety of interactive projects, including web/mobile (HTML5/CSS/Javascript/jQuery/Node.js), experiential & physical computing.

Finding useful value of emerging technology and the ways to incorporate it into user experiences. Currently studying new trends in sensors and wearable technology.

EXPERIENCE

Senior User Experience Designer (Contract), Valtech

New York, NY, April 2019 to May 2019

- Led user experience on the development of a digital innovation focused concept store for a national makeup brand
- Conducted in-person interviews with customers and store employees to develop insights into their shopping behavior
- Created concepts for new digital interaction for both the in-store and online experience
- Developed user journeys based on customer insights

User Experience Designer, Patients & Purpose

New York, NY, November 2016 to October 2018

- Designed a range of projects for multinational pharmaceutical companies including desktop and mobile web sites, mobile apps and an interactive touch exhibit experience
- Created wireframes, user flows and functional specs for a responsive web-based oncology patient support portal for a national pharmaceutical company
- Collaborated with project managers, art directors, copywriters and senior UX leadership to execute a usability study for a responsive web site for a heart attack treatment drug. Created wireframes, a clickable prototype and interview questions
- Produced interactive prototypes of desktop and mobile designs for user-research and client feedback
- Spearheaded ongoing research on new approaches and ideas such as chatbots, progressive registration and voice user interactions for integration into new and ongoing work streams

Junior User Experience Designer, Bossa Digital

New York, NY, August 2013 to September 2016

- Designed responsive web wireframes and user flows for clients such as General Mills, Google & Target, as well as a Cannes Lion winning campaign for Coke Zero
- Created interactive prototypes of mobile designs for clients such as McDonalds, Coke Zero & Airbnb using Framer, InVision & Pixate
- Created web and experiential prototypes for client pitches with a focus on playing games on large-scale projections using gesture controls (Leap Motion) and smartphones

EDUCATION

NYU, Tisch School of the Arts, ITP, MPS (Masters) in Interactive Telecommunications
Providence College, B.S. in Marketing

AWARDS & EXHIBITIONS

First Place, Google Design Jam, October 2013
Game Exhibitor, Come Out and Play Festival, Family Field Day, July 2012
Exhibitor, NYU ITP Spring & Winter Shows, May 2012, December 2012, May 2013
Recipient, Tisch School of the Arts Fellowship, September 2011 – May 2013