Shea Fitzpatrick

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Work Experience

Giant Machines   Jun 2021 – Present
Product Designer

- Responsible for end-to-end design process for digital products across a wide array of clients and industries
- Create and maintain design systems; align systems across products
- Facilitate client-facing workshops and design reviews
- Conduct user research and usability testing
- Contribute to internal Learning & Development initiatives

Surplus+   Nov 2020 – Jun 2021
Designer

- For-hire subset of Brooklyn art collective Soft Surplus, formed to financially support our shared community space during the pandemic
- Clients: **Rhode Island School of Design** (UI design, CSS); **Grantmakers in the Arts** (publication design); **Blue Flower Arts** (brand)

MakerDAO, Community Development (Comm-Dev)   Jun 2020 – Apr 2021
Visual Designer

- Led the establishment of Comm-Dev's visual identity
- Designed UI components and marketing pages for Comm-Dev's documentation site, including light and dark modes for desktop and mobile
- Wrote design system documentation

Freelance   Jun 2017 – Mar 2021
Writer, Designer, Illustrator, Animator

- Select clients: **Are.na** (writing); **AIGA Eye on Design** (writing); **Uniswap** (brand, UI design); **Lawrence Rothman** (animation); **Nature Magazine** (illustration); **Wesleyan University Press** (book design, illustration)

CKM Analytix   Jun 2018 – Mar 2020
UI/UX Designer

- Created and socialized CKM's first design system encompassing brand, UI, and data visualization guidelines
- Maintained interactive style guide built with Jekyll, HTML, CSS, Sass
- Designed user dashboards for CKM's core product

Education

Wesleyan University
Middletown, CT, May 2018
Bachelor of Arts, American Studies; Concentration in Cultural Studies and Contemporary Art History

School for Poetic Computation
New York, NY, Jan 2020
Code Societies, a technology and critical theory intensive

Skills

Design systems
Brand design
Front-end development
Illustration (2D, 3D)
Animation (3D)
Copywriting
Client relations

Tools:
Figma, Adobe Creative Suite, Blender, HTML, CSS (advanced), JavaScript, ReactJS, Styled Components, Github. Working knowledge of Typescript, Storybook.