



Patrick Grizzard

UX Design • Creative Strategy • Post-Production

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Profile

Designer, strategist, storyteller, and problem-solver with over a decade of experience leading multidisciplinary teams. As a designer, I translate intent into products and services that are useful, usable, enjoyable, and measurable. As an editor, I create web and social media content and assist senior editors with organizing and editing larger projects.

Experience

Post-Production Intern | Don't Think Productions (UCB Digital) New York, NY – Winter/Spring 2017

Edit long-form video content, promos, and clips. Produce original short-form content for social media. Create string-outs and rough cuts for senior editors. Ingest and synch media. Sort and organize footage. Transcode media for proxy editing. Create and maintain hard drive folder structures.

Director, UX Design | Spies & Assassins New York, NY – 2015-2016

Lead a department of eight UX designers. Restructured UX methodology to create a process and organization that is more user-centered, lean, and evidence-driven. Collaborated with discipline leads from across the organization to implement this new approach. Lead multidisciplinary teams of designers, developers, and strategists on projects for a variety of major technology, automotive, and CPG brands.

UX Designer & Product Strategist | Freelance New York, NY – 2009-2011, 2012-Present

Led user research, product strategy, user flows, wireframing, and prototyping for agencies and startups like Local Projects, Gilt, Code & Theory, and ESI Design. Collaborated on pitch work. Managed and mentored junior designers. Key projects: Responsive e-commerce site for Motel 6, interactive TV concept for Panasonic, web experience for the Eisenhower Memorial in Washington, DC, and a tablet-based POS applications for Best Buy employees.

Interaction Designer | SYPartners New York, NY – 2011-2012

In the digital products group at SYPartners - an innovation and transformation consultancy - worked on a cross-platform suite of tools and games that help teams define and execute their strategic goals. My role encompassed product strategy, systems design, UI design, and prototyping.

R&D Lab Intern | Eyebeam Art + Technology Center New York, NY – 2008-2009

**Sr. User Experience Designer | Method
New York, NY — 2006-2008**

Led UX design of web sites, applications and other interactive experiences. Planned and conducted quantitative and qualitative user research. Guided the design process from initial concepting, through wireframes and screen flows, to prototyping and testing. Managed day-to-day client relationships and expectations around time lines and deliverables. Managed and mentored junior designers. Contributed to internal and external thought leadership initiatives.

**Sr. User Experience Designer | Roundarch
New York, NY — 2004-2006**

Led the UX work stream of large-scale, multi-phase engagements with clients at large financial institutions. Led research activities and workshops to understand user needs and business goals. Developed personas, use cases and functional requirements. Designed site maps, wireframes, process and user flows and other documentation.

**Information Architect | Freelance
New York, NY — 2001-2004**

**Interactive Designer | Fusebox
New York, NY — 1999-2001**

Education

New York University | New York, NY | 2008-2010
M.P.S., Interactive Telecommunications Program (ITP)

University of Virginia | Charlottesville, VA | 1992-1996
B.A., History, English

Group Shows
& Activities

2010 *Vimeo World*, Vimeo Awards Festival
Geek Down, 92Y Tribeca
Spring Show, ITP

2009 *Spring Show*, ITP

2008 *Fall Show*, ITP
Interactivos? @ Eyebeam - Collaborator

Software &
Technical Skills

Sketch, Adobe Creative Suite
InVision, Marvel, Flinto, Origami, Framer
HTML/CSS frameworks, light JavaScript,
UserTesting.com, OptimalSort, Treejack, Chalkmark
Premiere, Final Cut, After Effects, PluralEyes