Patrick Swanson

Patswancreations@gmail.com • (815)-219-0194 • www.swansonux.com

EDUCATION

DePaul University – *Chicago, IL*
Master of Science, Human-Computer Interaction, Graduated 2024
   Relevant Coursework: User Research Methods, Prototyping & Implementation, Usability Evaluation, Accessibility

Milwaukee School of Engineering (MSOE) – *Milwaukee, WI*
Bachelor of Science, User Experience and Communication Design, Graduated 2020
Minor: Psychology
   Relevant Coursework: Web Design, Human Factors in Engineering, Global UX, UI Design, Agile Project Management, UX Research

PROFESSIONAL EXPERIENCE

Warner Bros. Discovery (WB Games Boston) – Needham, MA (Remote)   2022
UX Designer (Co-op) for Game of Thrones: Conquest

- Designed and prototyped new game and webstore features based on player feedback, company initiatives, and team investigations, using tools like Figma to illustrate user flows.
- Collaborated with cross-functional teams to deliver key improvements, including leading the design of a highly requested player feature and developing UX resources like wireframe templates and competitor analyses.

3Data – Austin, TX (Remote)   2019
UX Design & Research Intern

- Designed and tested new platform features, developed user personas, and created wireframes to improve UI designs and address user needs.
- Enhanced website content and functionality while supporting project timelines and reporting for streamlined team progress.

SKILLS

Programming languages: HTML, CSS, JS, Java, Python, R

Computer software/ frameworks: Figma, Sketch, Adobe Creative Suite, Jira, Microsoft Office

UX Skills: User Research, Design Thinking, User-Centered Design, Prototyping, Usability Testing, Accessible Design, Agile Project Management, Design Systems, UI Design

Additional Skills: Generative AI and Prompt Engineering, Game Design, 3D Modelling and Printing