

Patrick J. Grizzard

User Experience & Interaction Design

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Summary

A seasoned user advocate, project leader, and designer of innovative web-based experiences. Expertise across a variety of fields and disciplines, including interaction design, information architecture, user research and user-centered design. Excellent project management and client engagement skills. Previous experiences encompass everything from enterprise information architecture for Fortune 500 companies, to rich-interface web and multi-media applications, to social software and community platforms.

Experience

May 2007 - July 2008

Senior User Experience Designer

Method

Led UX design of web sites, applications and other interactive experiences. Conducted user research using qualitative primary research techniques. Guided the design process from initial concepting, through wireframes and screen flows, to iterative prototype development and testing. Managed day-to-day client relationships and expectations around timelines and deliverables. Managed, mentored and evaluated junior designers. Contributed to internal and external thought leadership initiatives.

February - September 2008

R&D Lab Intern

Eyebeam

Assisted Senior Fellow Jeff Crouse in the development of Delete City, a WordPress plug-in that detects and prevents censorship of user-generated content, and Dirt Party, an installation/performance using photos and information about participants obtained from the Web.

January 2006 - May 2007

User Experience Strategist & Designer

Independent

Independent consultant to interactive agencies and start-ups on projects that included complex case management and workflow systems, news and events aggregation tools with sophisticated personalization and customization features, web-based video and gaming platforms and community-driven social networks. Collaborators included Smart Design, Behavior and Door 3.

May 2004 - January 2006

Senior User Experience Consultant

Roundarch

Responsible for leading the User Experience work stream of large-scale, multi-phase engagements with clients at large financial institutions as well as the federal government. Led research activities and workshops to capture user needs and business goals. Developed personas and scenarios to illustrate use cases. Translated use cases and business requirements into functional requirements. Drafted site maps, wireframes, process and screen flows and other specifications and documentation.

2001 - 2004

Independent Information Architecture Consultant

Worked as the lead information architect on multi-disciplinary teams of project managers, visual designers, engineers and client-side technologists for clients in media, publishing, pharmaceutical and consumer electronics sectors.

2000 - 2001

Flash Technologist

Fusebox

Storyboarding, design, animation, and ActionScript development of Flash-based web sites. Research into Flash-related technologies, applications, and innovative ActionScripting techniques.

1999 - 2000

Interactive Designer

PlatformNet

Design, layout and coding of feature stories, interviews, news, and accompanying graphics and Flash animations for web portal/content aggregator and network partners in music, entertainment, fashion, and sports.

Education

2008 - 2010

New York University

New York, NY

MPS, Interactive Telecommunications Program

1992 - 1996

University of Virginia

Charlottesville, VA

BA, History, English

Teaching

2008 - Present

Instructor

NYU School of Continuing & Professional Studies

New York, NY

Teach web design classes to continuing education students in the Department of Design, Digital Arts and Film. Courses taught include the Web Design Intensive seminar and Flash Fundamentals.

Affiliations & Activities

- Interactivos?@Eyebeam 2008 - Collaborator
- Interaction Design Association (IXDA)
- The Information Architecture Institute
- NYC-CHI

Technical Skills

- Adobe CS4, OmniGraffle, Visio, MS Project
- XHTML, CSS, JavaScript, ActionScript
- Processing, openFrameworks, Max/MSP/Jitter
- Video production, Final Cut Pro, AfterEffects
- Arduino-based hardware prototyping