



Patrick Grizzard

Interaction Designer • Experience Strategist • Creative Technologist

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Profile

Seasoned designer of innovative interactive experiences that include Web apps, e-commerce, mobile, and social media, as well as exhibition design and interactive installations. Extensive experience in both hands-on roles and leading creative teams. Passionate user advocate and proponent of user-centered design methodologies. Primary interest is in creating responsive environments, locative media and situated technology platforms to create frameworks for public participation.

Experience

Interaction Designer | Freelance New York, NY — 2010-Present

Led experience strategy and design on projects ranging from Web, Web TV and mobile applications, to corporate lobby environments. Led and contributed to prototyping and development efforts using Processing, ActionScript, Python and XML. Collaborated with motion graphics artists to produce prototype renderings in After Effects and Final Cut Pro.

R&D Lab Intern | Eyebeam New York, NY — 2008-2009

Assisted Eyebeam Fellows and Artists in Residence on multiple projects including Delete City, an anti-censorship Wordpress plugin (PHP programming, database development) and Gin and "It", an experimental multimedia work for the stage (video editing, motion graphics).

Sr. User Experience Designer | Method New York, NY — 2007-2008

Led UX design of web sites, applications and other interactive experiences. Conducted user research using qualitative and quantitative 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 time lines and deliverables. Managed, mentored and evaluated junior designers. Contributed to internal and external thought leadership initiatives.

User Experience Designer | Freelance New York, NY — 2006-2007

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. Clients included Smart Design, Behavior and MutualArt.com.

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

Responsible for leading the UX 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 understand user needs and business goals. Developed personas, use cases and functional requirements. Drafted site maps, wireframes, process and screen flows and other documentation.

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

Led information architecture on multi-disciplinary teams of project managers, visual designers, developers and front-end technologists for clients in media, publishing, pharmaceutical and consumer electronics.

**Interactive Designer / Producer | Fusebox, Platform.net
New York, NY — 1999-2001**

Design, layout and front-end web development. Storyboarding, design, animation, and ActionScript development of Flash-based web sites. Asset production (images, audio, video).

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

Adobe Creative Suite, Omnigraffle
Processing, ActionScript, familiarity with openFrameworks,
Max/MSP/Jitter
HTML, CSS, familiarity with JavaScript, PHP, Python
Video editing, motion graphics (FCP, After Effects)
Familiarity with hardware prototyping (Arduino, basic analog circuitry)