

# PATRICK ROUGHAN

UI/UX & GRAPHIC DESIGNER

WWW.PATROUGHAN.COM

## MAJOR PROJECTS

Inq-ITS Software

PC Software, 2015 - 2022

The EcoKids and the Paper Pests

PC/Tablet Game, 2015 - 2017

Now Everyone Get The F%\$# Out!

Tabletop Game, 2015 - 2017

Many Mini Things

PC Game, 2014

Cat Tsunami

iOS/Android Game, 2014

Midnight Terrors

iOS/Android Game, 2014

Limbs

iOS/Android Game, 2014

## SOFTWARE PROFICIENCIES

Adobe Suite | 7+ years

Photoshop, Illustrator, InDesign,  
After Effects

Microsoft Office Suite | 7+ years

Word, Excel, PowerPoint

GitHub | 5+ years

Figma | 2+ years

## CONTACT INFORMATION

203-209-1944

paroughan@gmail.com

References available upon request.

## OBJECTIVE

I am looking for a full-time position in UI/UX design, graphic design, or an adjacent field. I am a self-motivated employee who's always up for a challenge, as shown by my experience founding a start-up company and being in a leadership role for multiple projects. I am highly adaptable to different software and development methods and will make your product's look and user flow the best that it can be.

## EXPERIENCE

### UI/UX Specialist and Lead Graphic Designer

**Apprendis** | June 2015 – March 2022

Worked with subject matter experts to produce user interface flows and visuals that ensure scientific accuracy and usability with both teachers and students. Produced art assets and user experience flow for educational software about middle and high school science software.

### CEO and Founder

**Starcap Games LLC** | May 2015 – Feb 2020

Lead multiple projects through all stages of development and marketing. Managed finances and legal workings of the company as a whole.

### Freelance Designer

**Various** | October 2015 – Present

Created graphics as requested by various clients found online and in-person. Designed websites, brochures, card games, professional documents, and box art.

### 3D Designer and Animator

**Worcester Polytechnic Institute** | April – December 2015

Created 3D models and animations of the experiments done by the Fire Prevention Engineering Department at Worcester Polytechnic Institute.

### Lead Producer, Artist, and Quality Assurance

**MassDiGI** | May – August 2014

Worked on four teams to create four marketable games in eleven weeks. Held different roles, including Lead Producer, and contributed to all four games.

## EDUCATION

### Worcester Polytechnic Institute (WPI)

Bachelor of Science in Interactive Media and Game Development

Bachelor of Science in Professional Writing

GPA **3.6**, graduated Magna Cum Laude in May 2015