PATRICK ROUGHAN

EXPERIENCE CREATOR

WWW.PATROUGHAN.COM

MAJOR PROJECTS

John Hancock Website Properties
Websites, 2022 - 2025

Inq-ITS Software
PC Software, 2015 - 2022

The EcoKids and the Paper Pests
Lead Producer and Artist
PC/Tablet Game, 2015 - 2017

Now Everyone Get The F%$# Out!
Sole Developer
Tabletop Game, 2015 - 2017

Many Mini Things
Lead Producer and Artist
PC Game, 2014

MAJOR EVENTS

Themfest Music and Arts Festival
Lead Organizer, November 2022

Haunted Escape Room Experience
Sole Organizer, October 2019

Hydrotechnics Festival
ADA Consultant, July 2018

CONTACT INFORMATION

203-209-1944
paroughan@gmail.com
References available upon request.

OBJECTIVE

I am a creator at heart, and the focus of my work is the human experience that happens between person and creation. No matter the medium, whether it be a software, event, or game, my goal is to create a smooth and immersive experience through planning, flexibility, and anticipation of user, attendee, or player needs.

EXPERIENCE

Project Administrator

AstraZeneca | February 2026 – Present

Worked as a contractor to support event and clinical trial administrative processes.
Coordinated with vendors and clinical trial organizers regarding purchase orders, required documentation, and administrative requirements.
Supported project coordination by organizing documentation, tracking multi-team workflows, and ensuring compliance with internal procedures.

User Experience Designer

John Hancock | June 2022 – May 2025

Led the rebranding and interface redesign of core digital products, including JohnHancock.com, customer account portals, and producer platforms.
Authored internal documentation to streamline workflows and support onboarding.
Produced graphic and motion design content to communicate UX team initiatives and foster broader engagement across the organization.

Lead UI/UX and Graphic Designer

Apprendis | June 2015 – March 2022

Designed UI flows, art assets, and marketing collateral for educational platforms tailored to middle and high school science curricula.
Collaborated with subject matter experts to ensure interfaces were both scientifically accurate and highly usable for students and educators.

Founder and Creative Director

Starcap Games LLC | May 2015 – Feb 2020

Founded and managed an independent game development company, overseeing product design, manufacturing, branding, marketing, and distribution.
Led concept-to-launch development of physical game titles, building a loyal customer base through direct-to-consumer sales and community engagement.

EDUCATION

Worcester Polytechnic Institute

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