

PATRICK LIDDELL

Visual & Creative Designer

Oakland, CA | (773) 733-3250

canzona@gmail.com | www.patrickliddell.com

WORK EXPERIENCE

Graphic Designer and Game Co-Designer

// Spacemole Games, Oakland, CA

2020 – Present

- Co-design several tabletop board games in preparation for eventual funding and production (via Kickstarter).
- Illustrated, designed graphics, and layout for first release, "Gadget Grid", including over 250 game pieces. Wrote instruction manual with specific technical rules and elements of world-building.
- Design all digital promotional material for brand and games for use on Facebook, Instagram, Reddit, Kickstarter, and others.

Visual Designer and Brand Designer

// Freelance, Chicago, IL & Oakland, CA

2010-Present

- Work with clients to develop identity and logo designs. Conduct user research to guide design and production. Attend regular meetings for collaboration and feedback. Quantifiable success across all projects, garnering many repeat clients.
- Use wide range of media applications for online & print advertising, video, packaging, motion graphics, and prototyping.

Director of Music and Head of Visual And Performing Arts

// The Quarry Lane School, Dublin, CA

August 2011 – June 2023

- As the sole music teacher, bring music into the lives of hundreds of students every year for Grades 6-12, including Band, Jazz Band, Choir, Orchestra, Musicals, Music Production, Appreciation, and extracurricular performance groups.
- Organize, guide, and lead group of arts educators for school-wide multi-disciplinary events. Write program notes, recommendations, and course plans on yearly cycle.
- Collaborate with colleagues in other disciplines for curriculum design and DEI incorporation.

EDUCATION

General Assembly, San Francisco, CA

CERTIFICATION, VISUAL DESIGN

2023

Northwestern University, Evanston, IL

DOCTOR OF MUSIC, COMPOSITION

2009

SUMMARY/OBJECTIVE

Dedicated all-around creative with extensive history of success in multiple genres of art and entertainment, with constant and purposeful collaboration at the heart of the creative process. Interested in developing enticing product experiences and modern brand identities that invite deeper investigation. Looking to be part of a creative team that is goal-oriented and purposeful but still wildly imaginative and willing to push boundaries.

SKILLS

- Extremely goal-focused and project-driven, thrive on deadlines.
- Consistent, demonstrable history of completed artistic output. Very detail-oriented but also prolific.
- Fluent in Adobe Creative Suite, Figma, Procreate, Da Vinci Resolve, Ableton Live, and other professional softwares, including MaxMSP coding environment.
- Familiar with HTML & CSS, Python, Processing, Arduino, Blender, Wix, Affinity.
- Developed own systems for data and document management, open to using others.
- Friendly and easy to get along with, but offering reasoned opinions and providing honest feedback.
- Familiar with immersive storytelling styles, extensive experience with Creative Copyright license.
- Extensive knowledge of history and current trends in tabletop gaming.
- Eager to learn and master new skills.