


Patrick Gonet ("Go-Nay")

Principal Software Designer

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 patrickgonet.com

Designing a holistic frontend created by **4 teams** who create **features** across **3 interfaces** that consume data from **93 potential data sources**

15+ Years in **Software**, **6 years** focused in **UX/UI design**.

Practices

User Centered Design,
Balanced Team Mindset,
Lean, Scrum, Agile, XP

Toolkit

LucidSpark, Gitlab, Figma,
Sketch, Gitlab, Pivotal
Tracker, Airtable, Dovetail,
Adobe CC, PCF AppsMan,
PHPmyadmin, Python, R, C#,
Etc. (You kinda started
skimming after Figma,
right? Good call.)

Interests



Professional Experience

Hypergiant / Principal UX/UI Designer

April 2023 - PRESENT, Remote from Pittsburgh PA

Currently providing UX/UI research and feature design capabilities to the Hypergiant JERIC2O team. Work includes feature development in wireframing tools and Figma, advanced Figma prototypes, user interviews and feedback sessions, contributing to a healthy Design System, and assisting in the evolution of a team-of-teams model of software development in support of the Air Force's "ABMS" program.

Kessel Run / Product Designer, then Portfolio Design Lead

January 2018 - PRESENT, Boston, MA

Kessel Run is the US Air Force's UCD practicing Lean-Agile Software Factory. Started as a Product Designer. In 2020, promoted to a portfolio design lead over a portfolio that grew to from 6 to 11 products over 12 months. Built interfaces, ran culture workshops, designed APIs for product integrations, led the drive for organizational changes that enhanced secure DevOps, and supported the mission worldwide from Pearl Harbor, Hawaii to Doha, Qatar. Promoted again in 2021 to the lead of a design innovation and experimentation portfolio.

US Air Force 402 Software Maintenance Group / Software Engineer

March 2006 - Jan 2018, Warner Robins, Georgia

Independent Validation & Verification team leader for \$20M+ defense contract supporting cargo aircraft software, Python author for tests of tactical nuke guidance systems, Security+ certified developer of C# desktop software in a Scrum team. Perennial iconoclast about "the way we've always done it".

Mercer University / Adjunct Professor

January 2012 - May 2012, Macon, Georgia

When my day job got boring, I spent some time teaching Electrical circuits and Electronics at the University level, including skills in Transistor, LED, and OP-AMP based circuitry.

Education

Mercer University / Master of Electrical Engineering 2004

Some robotics research and a focus in control theory.

Mercer University / Bachelor of Engineering 2004

Computer science minor. Magna Cum Laude, but I learned more software skills that mattered in my programming team competitions than in the classroom.

