Daniel Narvaez

narvd997@newschool.edu

Professional Experience

UI Artist & Programmer, MassDigi   2021
Worcester, MA

Primary role as designer. Worked in both Machinations.io and Unity. Improved on team communication skills and UI/UX design.

DT Study Tutor, The New School   2021
New York, NY

Selected based on proficiency in Code, Unity, PCOMP and various other computer skills. Learned to understand why certain coding mistakes are made and how to help clients see them as well.

Novel Illustrator, Calaveras Media   2020
Remote (Bronx, NY)

Created visual art pieces for key scenes in a novel. Required heavy analysis of the novel, as well as a system for meeting each piece's deadline.

Retail Sales Associate, Blick Art Materials   2019-20
New York, NY

Joined as a part-time associate. Became the face of outreach between Blick & The New School. Handled sales associate tasks and outreach events.

Education

BFA Design & Technology
Parsons School of Design, The New School
New York, NY

Visual Arts High School Diploma
Fiorello H. LaGuardia High School of Music & Art and the Performing Arts
New York, NY

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Awards

Visual Arts Finalist
National YoungArts Foundation
Miami, FL

Technical Skills

- Adobe Photoshop
- Adobe Premiere Pro
- Adobe InDesign
- Unity
- Microsoft Excel
- Machinations.io
- Coding (JavaScript, C#, HTML, CSS)
- Physical Computation (C#)

Practical Skills

- Sketching & Drawing
- Sculpting
- Illustration
- Organization
- Color Theory
- UI Art & Design
- Systems Analysis

Portfolio and references will be shown upon request.