

# Daniel Narvaez

bx.narvaez@gmail.com

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## Professional Experience

**UI/UX Designer & Programmer, MassDigi  
Worcester, MA**

2021

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  
New York, NY**

2021

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.

**Retail Sales Associate, Blick Art Materials  
New York, NY**

2019-20

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

**Retail Sales Associate, American Eagle Outfitters  
Bronx, NY**

2017-18

Joined as a part-time associate. Translated for spanish-speaking customers, and worked to meet the needs of both the customers and the company.

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## Education

**BFA Design & Technology, Games Track**

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

<b>PRGDA GDC Scholar</b> PRGDA, LATAM Video Games Federation	2022
<b>Gordon Parks Centennial Scholar</b> The Gordon Parks Foundation Pleasantville, NY	2019
<b>Visual Arts Finalist</b> National YoungArts Foundation Miami, FL	2019

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## Technical Skills

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

## Practical Skills

- Sketching & Drawing
- Sculpting
- Illustration
- Organization
- Color Theory
- UI Art & Design
- Systems Analysis
- Spanish
- Tutoring (C#, Javascript, Unity, Math, English)

Portfolio and references will be shown upon request.