

Daniel Narvaez

bx.narvaez@gmail.com

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.

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

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

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
- Spanish
- Tutoring (C#, Javascript, Unity, Math, English)

Portfolio and references will be shown upon request.