shamyl zakariya

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I'm a graphic designer, a UI designer, UI prototyper, and a front-end programmer.

I live and breathe code as much as design. In my work, behavior is design (and design is behavior), so designing, building, and prototyping simultaneously is paramount.

I spend as much time in Photoshop, Illustrator and Sketch as I do in an IDE or the terminal. In my professional work I've been responsible for designing, testing and building websites, web applications, data visualizations, games, mobile applications and more.

In my free time I write graphics code and simulations in C++/OpenGL and apps/games/interactive doodads in C/C++/Objective-C/Swift/Java/Node and so on.

1997-1999 **Graphic Designer & Programmer**
Darden School of Business, Charlottesville VA.
At Darden I designed & built educational software in Macromedia Flash and Director.

1997 **3D Modeler, Texture Mapper**
University of Virginia's Virtual Reality lab, under Randy Pausch

1999-2016 **Art Director, Front-End Developer**
APCO Worldwide, Washington DC (later Seattle, WA)
At APCO Worldwide I was responsible for working with clients to prototype, test, design and build websites, web applications, data visualizations, games, and native mobile applications.

2013-2015 **UX Designer, UI Designer, Full-Stack Developer**
ConsultPro (a startup)
For ConsultPro I was responsible for UX design, UX testing, UI design, iOS development and backend network sync API design and implementation.

Photoshop, Illustrator, Sketch, C, C++, ObjC, Swift, Java, JavaScript, HTML5, Node/Express, Android SDK, iOS SDK