**Shamyl Zakariya**

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I strive to build products which people will find delightful to use. I'm a graphic designer, but I'm also a programmer and 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.

This means I spend as much time in Photoshop, Illustrator and Sketch as I do in TextMate, IntelliJ IDEA, Xcode, Android Studio, and the terminal. By day I'm primarily responsible for logo design, web design, print design, user interface design, user interface prototyping, and HTML/CSS/JavaScript development; but in my free time I write graphics code in C++/OpenGL and apps/games/interactive doodads in C/C++/Objective-C/Swift/Java/Node and so on.

**Career:**

1997-1999: Darden School of Business, Charlottesville VA

Graphic designer, programmer

At Darden I designed & built educational software in Macromedia Flash and Director.

1999-2016: APCO Worldwide, Washington DC (later Seattle, WA)

Art director, client-side web programmer

At APCO Worldwide I was responsible for working with clients to design logos, websites, print materials, web applications, and native mobile applications. Further, I did UX sketches and refinement, and prototyped user interface interaction. When my responsibility included building the final product, I built it using modern standards and practices appropriate to the platform; finally, I maintained and updated the products over time.

**Daily Skills:**

Photoshop

Illustrator

Sketch

C/C++/Objective-C/Swift/Java/JavaScript

Git, Subversion

**Android Development:**

The basics (e.g., Android SDK + appcompat), as well as popular third party APIs such as OkHTTP, Retrofit, Butterknife, Realm, etc. I have a few open source Android projects, including a couple libraries on Github accessible via jcenter.

**iOS Development:**

The basics (e.g., iOS SDK), Storyboards, AutoLayout (via IB and code), various Cocoapod such as AlamoFire, Realm, etc. I’ve written iOS apps in ObjectiveC back in the day, and pure Swift more recently. See my Github for some iOS apps.

**Occasional Skills:**

Familiarity with InDesign

Familiarity with Python & Ruby

**Education:**

Art, University of Virginia, class of 1999

A lifetime of reading, building, experimenting and trying to make neat things