Danny Swan

UX/UI Designer

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Rochester, NY

OBJECTIVE

I'm a UX/UI designer who works from the heart. I bond with teams into meaningful friendships and design products that make people happy. I believe good design experiences are honest, straight-forward, and joyful. Let's make something positive!

EXPERIENCE

DevTech ARLINGTON, VA
Web Designer (Freelance) MAY 2017 – CURRENT

Fulfilled new and growing needs for tracking and documenting international aid projects through web design. Information design for interactive dashboards and international project statistics.

CrossLead WASHINGTON, D.C.
UX/UI Design Contractor AUG 2016 – SEP 2016

UX/UI design for their enterprise-scale employee analytics and task management platform. I designed and revised complicated features into focused, straight-forward solutions.

Weber Shandwick BALTIMORE, MD
Digital Design Intern + Freelancer FEB 2016 – OCT 2016

Digital, print, and interactive design. I worked with agency clients like BGE, Constellation, BWI Airport, Sealed Air, and more. Projects ranged from responsive websites to 300ft wide murals.

ITX Corp. ROCHESTER, NY
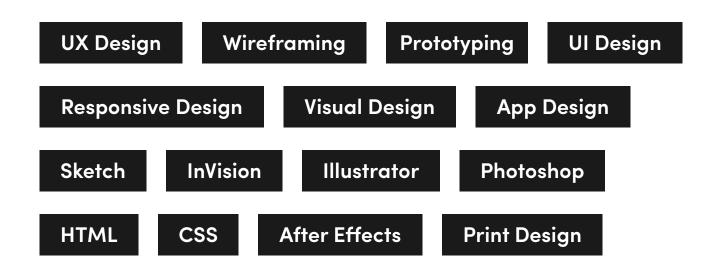**UX/UI Designer** MAY 2015 – SEP 2015

Presented and took client feedback to heart, working with them to create designs they became excited about. Consumer-side responsive web and app designs for a variety of clients like EY and Wilmorite.

CreativeMornings BROOKLYN, NY
Design Intern JUN 2014 – SEP 2014

I created and organized promotional assets as well as building brand consistency for an organization with over 128 chapters worldwide. Work ranged from CMS design solutions to infographics and print design.

SKILLS

UX Design	Wireframing	Prototyping	UI Design
Responsive Design	Visual Design	App Design	
Sketch	InVision	Illustrator	Photoshop
HTML	CSS	After Effects	Print Design

EDUCATION

Rochester Institute of Technology
B.F.A. Degree, New Media Design, 2015

The new media design major is an interdisciplinary program for students who are fascinated by visual design, user experience design, interactivity, motion graphics, and technology.