



Dan Tilden

UX DESIGNER

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PORTFOLIO
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*I strive to make
life slightly less
frustrating by
improving the
software and
devices people
use every day.*

Timeline

2013 - present
Full-time

2012-2013
Part-time

2009
Internship

2008
Consulting

*This study was
eventually
published in
SIGCSE, the
leading CS
education
conference.*

SKILLS

Usability

Wireframing, high-fidelity prototyping, scenario-based design, data analysis (with R)

Design Tools

Sketch, Inkscape, Adobe Photoshop, Adobe Illustrator

Web Programming

PHP, Rails, SQL, Javascript, JQuery, HTML5, CSS3, SASS, Jekyll, ExtJS

Other Programming

C, C#, Java, Javascript, PHP, Python, Unity

PROFESSIONAL EXPERIENCE

UX DESIGNER AT SICOM SYSTEMS

Drive-Thru Director

- System to visualize a restaurant's drive-thru status
- Created initial wireframes and all final graphics
- Rated highly in test installations
- Will also be deployed at **over 8000** locations of a major restaurant chain this summer
- Graphics drawn with **Sketch**, used **HTML5** and **CSS animation** for animated mockups

Chef (Production Control)

- System to assist burger chefs with food production
- Provided visual design and some CSS code
- Currently in testing at several restaurants
- Used **Sketch** for mockups, and **SASS** + **Compass** for custom **Sencha Touch** theme

SEMS "4.0" Redesign Project

- Delivered over 350 pages of wireframes depicting a reimagined version of the SEMS product
- Worked with a usability consulting firm
- Used **R** to analyze logs from the existing server
- Produced full-fidelity mockups of selected sections
- Created a custom theme package for **Sencha ExtJS** using **SASS**

SEMS "2.0" Visual Refresh

- Various visual improvements to SEMS, a system used at over 7000 restaurants worldwide.
- After the refresh, SEMS jumped from the *lowest* rated product of its kind to the *highest* in surveys
- Mockups made in **Inkscape**, implemented using **PHP**, **HTML**, **CSS**, and **Javascript**.

SIDE PROJECTS

JGA: Crossroads of Destiny

- An open-source, side-scrolling, story-driven RPG
- Written using **Unity3D** in **C#**
- Original artwork created using **Pixen**, **SketchUp**, **Pixelmator**, and **Photoshop**
- Original soundtrack composed in **Garageband**

Pebble Watchface: TimeStyle

- A stylish, modern watchface for the Pebble watch inspired by the visual language of the Pebble Timeline
- Within only 2 weeks, became one of the top 15 most popular color watchfaces, with over 860 "hearts" and more than 10,000 installations

ACADEMIC

Virginia Tech

- M.S. in Computer Science, May 2013
- Certificate in Human Computer Interaction

The College of New Jersey

- B.S. in Computer Science, May 2009

Research

Master's Thesis: Design and Evaluation of a Web-Based Programming Tool to Improve the Introductory Computer Science Experience

- Worked with a team to develop Pythy, an online IDE for use in introductory programming classes
- Conducted a study comparing students' use of Pythy with another class's use of a similar IDE