

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

# Dan Tilden UX DESIGNER

CONTACT dan.tilden@gmail.com

PORTFOLIO dantilden.com

## **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

## **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 8,000 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

 Worked with a usability firm to deliver over 350 pages of wireframes depicting a reimagined version of the SEMS product

**UX DESIGNER AT SICOM SYSTEMS** 

- 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 face for the Pebble smartwatch written in **C**, with **HTML** and **JS** components
- Among the most popular color watchfaces, with over 1,800 "hearts" and more than 20,000 installs
- Featured by tech publication The Verge in their review of the Pebble Time Steel

# **ACADEMIC**

# **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 introductory programming classes
- Conducted a study comparing Pythy to another IDE

## **Education**

## Virginia Tech, GPA 3.81

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

## The College of New Jersey

B.S. in Computer Science, May 2009

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