



Dan Tilden

UX Designer & Generalist

Contact

dan.tilden@gmail.com

Portfolio

dantilden.com

Professional Experience

UX Designer | **Sicom Systems**

JAN 2012 – PRESENT

As the sole designer at Sicom, I collaborate with multiple teams to provide designs and direction for multiple products, distilling complex UI problems into intuitive and pleasant solutions.

Drive-Thru Director

- Designed using intuitive, video-game inspired visuals
- Conducted interviews with multiple stakeholders, creating wireframes and a motion prototype
- Currently deployed at **over 7,000** locations of a major QSR chain
- After deployment, cut average service times in **half**

Employee App for Android and iOS

- Designed to facilitate shift trading and schedule dissemination
- Created scenarios and interaction flows, collaborating with engineering team during both design and implementation

SEMS 4.0 Restaurant Management System Redesign

- Delivered over 350 pages of wireframes depicting a reimagined version of SEMS, a SaaS web app used at over 8,000 restaurants
- Team interviewed existing restaurant managers, and used **R** to analyze logs from the server to extract common workflows

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 and evaluate Pythy, an online IDE for introductory programming classes
- Published in SIGCSE, the leading CS education conference

Education

Virginia Tech, GPA 3.81

- M.S. in Computer Science, May 2013, certificate in HCI

The College of New Jersey

- B.S. in Computer Science, May 2009

Skills

User Experience

Wireframes, scenario-based design, interaction design, visual design

Design Tools

Adobe Illustrator, Photoshop, Sketch, Figma,

Prototyping

HTML, CSS, Javascript, SASS, Java, C#, Unity

Research

Questionnaire design, statistical data analysis

Side Projects

Smartwatch Face: TimeStyle

- One of the most popular Pebble faces ever made, with over **160,000 installs**

JGA: Crossroads of Destiny

- Complete indie game designed and built from start to finish in Unity

Sencha ExtJS Theme Contest Winning Theme

- Entry selected for first place, winning a **\$2,500 prize**

Nonprofit Website: On Our Own

- Created for the **Make a Mark Blacksburg** hackathon
- Worked with a team of 5