

Steven Dana

DESIGNER & FRONT END DEVELOPER

ABOUT

A passion for interface design and a multifaceted skill-set equipped to facilitate projects from architecture through development

CONTACT

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WORK HISTORY

Undefined.ai

2020

Application Architect

2020 - PRESENT

Oohology

2014 - 2020

Associate Creative Director

2018 - 2020

Lead Interface Designer/Developer

2016 - 2018

Art Director

2015 - 2016

Front End Developer

2014 - 2015

Bandy Carroll Hellidge

2013 - 2014

Digital Production Designer

2013 - 2014

WHERE I ADD VALUE

Architecture & Prototyping

- Wireframing, and prototyping using Sketch, Craft, inVision, and HTML/CSS/JS
- Creation of technical specification documents for use in scoping, production, and sales
- Designing application UX for various platforms including 4K 80" touch screens, native iOS, and web

Design, Illustration & Branding

- An understanding of proven patterns and web components yielding scalable and reusable interface elements
- Well-maintained sketch documents with version control using Abstract
- Creation of pragmatic and consistent design systems, expertise in logo design, unified typography, and a preference for simplicity

Development

- JAM stack methodology for React/Redux-centered application development for native and web contexts
- Advanced web animation techniques, leveraging tools including react-motion, velocity, GSAP, anime.js, three.js, p5.js, pixi.js for DOM, SVG, or WebGL contexts
- Production of reusable and maintainable modular components
- Experience with Laravel, Wordpress, and custom back end environments