

Steven Dana

UX ENGINEER & PRODUCT DESIGNER

CONTACT

stevendana86@gmail.com
www.stevendana.com

ABOUT

I make memorable interfaces that are fun to use. When I'm not working on professional projects I'm exploring cellular automata, generative art, and lock-picking.

WORK HISTORY

Atria Senior Living 2020

UX Engineer & Designer
2020 - PRESENT

Oohology 2014 - 2020

Associate Creative Director
2018 - 2020

Lead Interactive Developer
2016 - 2018

Art Director
2015 - 2016

Front End Developer
2014 - 2015

Bandy Carroll Hellidge 2013 - 2014

UX Engineer & Designer
2013 - 2014

WHERE I ADD VALUE

Architecture & Prototyping

- Wireframing and prototyping using Figma, Sketch, inVision, and HTML/CSS/JS
- Creation of technical specification documents for use in scoping, production, and sales
- Development of interfaces for screens ranging from 4K 80" touch screens, web, and mobile (web and native)

Design, Illustration & Branding

- An understanding of proven patterns and web components yielding scalable and reusable interface elements
- Well-maintained design documents, component libraries, and typographic systems
- 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