

# Steven Dana

UX ENGINEER & PRODUCT DESIGNER

## CONTACT

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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 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