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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www.stevendana.com

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