

Steven Dana

CONTACT

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Hi. I'm a UX Engineer & Product Designer.

I've been doing design and development work ever since I was a kid. I remember pirating my first copy of photoshop in the early 90s. Ever since then I've been tinkering with all things web/app design and development. Because my skill-set is multi-faceted I've always had trouble applying for jobs that are strictly design or strictly development. I'm as comfortable with layout and composition using Figma and Sketch as I am writing React.js components and architecting data-structures.

I'm best suited in teams that bridge efforts between design, UX, and front-end development. I speak and design in data-structures and components and develop aesthetics and useability in mind.

When I'm not working on professional projects I'm tinkering with cellular automata, generative art, and lock-picking. I look forward to working with a talented team of fellow designers, developers, and tinkerers.