DANIEL PECK

UX Designer
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SUMMARY

I'm Daniel, a seeker of problems, translator of insights, and poet of code. I use my background in code and writing to design multi-faceted and collaborative solutions.

SKILLS

Content Strategy	Data Analysis	Rapid Prototyping
Front-End Development	Copywriting	Information Architecture
User Research	Usability Testing	Interaction Design
Design Research	Agile Design/Lean UX	Fluent in Japanese

TOOLS

Adobe CC	Sketch	HTML/CSS/JS
Invision/Atomic.io	Python	PHP/MySQL
Google Analytics	MS Office & Suite	Principle

PROJECTS

UX Designer - Zenplace MAR 2017 - APR 2017
Wrote copy and content strategy to increase familiarity and effectiveness of landing pages
Designed landing pages to be more usable and familiar mental models

UX Designer - Hunters Point Shipyard Artists FEB 2017
Created Service Design and Business model for artist collective's Open Studio event
Designed interaction-based app for attendees to view art context and creation info

EXPERIENCE

Technical Consultant - Transition/1 Management NOV 2016 - FEB 2017
Content strategy and user research for data consultancy firm
Researched client needs and implemented a strategy for Access DB and form functions

Assistant Program Director - IES Tokyo MAY 2016 - AUGUST 2016
Developed strategies for student success and program goal fulfillment
Helped create experiences for students to empathize and understand Japanese culture and life

EDUCATION

General Assembly JAN 2017 - APRIL 2017
User Experience Design Immersive

Southern Methodist University MAY 2016 | DALLAS,TX
Bachelor of Science, *Mathematics and Computer Science*
Dedman College Minor, *Japanese Language Studies*

Semester at Sea SPRING 2014 | ASIA, AFRICA, SOUTH PACIFIC