Danielle Swank

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International award winning designer and artist with strong visual skills and attention to detail. I'm passionate about UX and I love mentoring others and running teams. I occasionally code and enjoy creating my own mockups and prototypes.

Barking Mouse Studio, Founder / Lead Designer   2012 – Present

http://barkingmousestudio.com
Founded a critically-acclaimed game studio. Created the award winning game, Lost Toys which was featured by Apple under Best New Games, What We're Playing and Amazing Puzzlers. Kotaku wrote that "Lost Toys is a rainy afternoon in your grandmother's attic, rummaging through boxes for moments long gone but never completely forgotten." Featured in the documentary, "Sweat, Swearing and Tears", http://www.youtube.com/watch?v=t3W4Ict6isQ.

Lost Toys Awards
- 2014 Gamer's Voice Award Selection SXSW Interactive
- 2013 Best Game Design Sense of Wonder Night Tokyo Game Show
- 2013 Most Artistic Game Codame Developer Showcase
- 2013 Indie Prize Most Promising Game Casual Connect San Francisco
- 2013 Indie Megabooth Selection PAX Prime

FreeFlow Labs, Founder / Lead Designer   2011 – 2012

Co-founded a web startup with a software engineer to provide accurate content recommendations for social news. The FreeFlow app was a visual social news reader that pulls in a users social streams, extracts content, images and videos from shared links and inlines that content with the stream. I also designed http://reddi.sh, a open source GUI for the redis datastore and presented it at Redis Conf 2012.

ARS Interactive, UX Director   2009 – 2012

http://thinkars.com
In charge of a multi-disciplinary team of 9 designers and developers. Directly participated in bringing in over $1M of business per year. Responsible for the UX design of a $300K+ custom CMS for Sears and a $100K+ eCommerce content web application for Proctor and Gamble. Increased Sears.com toy vertical "visits to orders" metric by 63%. Smoothly launched a redesign of http://www.kenmore.com during the middle of the 2009 holiday season. Directed the development of http://shop.pbskids.org and http://hitshopusa.com in a 2 month accelerated time frame.

Echo Music / Ticketmaster, UX Designer   2008
Updated the user interface of Echo's web application platform and did rapid prototyping of new projects.

Additional Selected Freelance Work & Awards

IndieCade – 2014 Poster.

Gamenest – 2014 Logo and Identity.

Bumble Bounce – 2012 Winner Life is a Game Jam.

Greencupboards – 2011 Silver Addy award for website design.

Association of Visual Arts Instructor – 2010 Taught classes in wordpress, web design, and social media.

TNIADA Website – 2008 business partner award winner. Tennessee Independent Auto Dealers Association.

Ephemera Book – 3-year photography project documenting the work of K. Yerizarian, New York, NY.

Makom Shalom Ark of the Torah Bronze – Bronze sculpture for Makom Shalom Synagogue in Chicago, IL.