



Daniel Langston

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Summary

Experienced Graphic Designer and Web Developer with 5 years experience in professional print production settings and working with in-house design teams, artists, and manufacturers. Over 10 years experience working with the Adobe Creative Suite producing graphics and assets for businesses and individuals. Innovative thinker who has re-shaped work spaces improving quality of work and life.

Education

- 2021** Full Stack Web and Mobile Development, Nucamp Coding Bootcamp
2018 BFA Printmaking, Maryland Institute College of Art, Baltimore MD

Professional Experience

- 2019 – 21** ***Graphic Designer/Production Artist, Denial Print Company, Folsom PA***
- Developed graphic art and designs for clients for the purpose of garment and merchandise printing.
 - Automated workflow to increase accuracy, quality, and efficiency of the in-house production workflow.
 - Revised the company's web presence by building web assets, social media templates, and advertisements.
 - Generated online forms to improve the customer's experience and improve the internal quality of life for the sales department.
- Tasks: Prepress, Finishing, Quality Control, File Management, Product Finishing, Large Format Printing.
- 2018** ***Intern, Applied Image LLC, Freehold NJ***
- Produced large format and environmental graphics for clients including the National Aquarium in Baltimore.
 - Produced artwork for murals under the supervision of the graphic design team.
 - Up-kept studio quality and performed general maintenance on printers and plotters
- Tasks: Pre-press, Finishing, Printing, Plotting, Weeding, Laminating, Studio Maintenance.
- 2016 – 18** ***Printer Technician, MICA, Baltimore MD***
- Managed the digital printing studio at the Printmaking Department facilities.
 - Established the foundation of the department's risograph press by producing color charts and running workshops for students.
 - Educated students on fine art digital printing, screen printing, and best studio practices.
 - Acted as a consultant in digital printing processes for visiting artists and the student body.
- Tasks: Pre-press, Consultant, Educator, Hosted regularly scheduled workshops and office hours.
- 2014 – 18** ***Studio Assistant, Quentin Mosely, Jimmy Joe Roche, Baltimore MD***
- Designed and created custom 16mm film hardware for the short film Skin of Man.
 - Printed cover art, inserts, and advertisement materials for the music label Ultra Violet Light.
 - Assisted in constructing a large public installation for the first annual Light City Baltimore.

Skills

Languages & Software

Adobe Suite (Illustrator, Photoshop, After Effects, Indesign, Premiere, Audition, Medium)
Spark AR, Rhinoceros, HTML, CSS/SCSS/Sass, Javascript, React, Redux

Skills

Project Management, Customer Service, A/V Production, Screen Printing, Large Format Printing