



EXPERIENCE

TRUNK CLUB

2013 to present

PRODUCT DESIGN LEAD

Designing the vision and experience for Trunk Club members, focusing on a mobile first, data-driven strategy. Prototype, test, and analyze user experiences. Conduct user research and interviews. Design and develop the mobile and desktop interfaces.

MADE MOVEMENT

2012 to 2013

DESIGNER

Helped launch the ad agency and build out the digital team. Designed and developed prototypes, user-experiences, and product interfaces for client projects, websites and mobile apps.

Clients: New Belgium Brewing, Seventh Generation

FREELANCE

2011 to present

DESIGNER, RECURLY (startup)

Designed user-experiences for their customer-facing product interface.

DESIGNER, CONTENTLY (startup)

Designed alternative user-interface elements for their website.

DESIGNER, EYES AND EARS ENTERTAINMENT

Designed and developed digital campaigns for bands and musicians.

EDUCATION

BOULDER DIGITAL WORKS

2011 to 2012

GRADUATE, DESIGN

Took courses in interaction and user experience design, front-end and back-end development, strategy, and start-up leadership.

DEPAUL UNIVERSITY

2005 to 2009

UNDERGRADUATE, DESIGN

Took courses in design focusing on color, typography and layout and business courses focusing on finance, management and marketing.

SKILLS

DESIGN

Product Design
Interface Design
Experience Design

DEVELOPMENT

HTML, CSS, JQuery
Sass, Less, Git
Rails, Backbone.js

AWARDS

DESIGN + DEVELOPMENT

x1 WEBBY winner
x2 WEBBY nominee
x1 Awwwards Site of the Day

DAN NELSON

dannelson@icloud.com

www.danimalnelson.com