



Dawn Delatte

UI // Visual Designer

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» OBJECTIVE

Continue to challenge myself and utilize my design and programming skills to contribute to a team that values growth and work-life balance.

» EDUCATION

The Iron Yard 2015

UI Design

Discovery and ideation, foundational design principles, cohesive design languages, Photoshop, Illustrator, and interface development using HTML, CSS3 / Sass, and some Javascript.

Belhaven University 2006–2009

School of Fine Arts

Concentrated in Sculpture and painting. Learned the importance of process, self-assessment, and critique.

Louisiana Tech University 2005–2006

Studio Art and Psychology

Learned about composition, color theory, and the fundamentals of art and design.

» SKILLS

Design

Research and Discovery
Prototyping and Iteration
Typography
Color Theory
Logo Design
Content Strategy
Print Design

Programming

HTML
CSS3 / Sass
Git and GitHub
Responsive Web Design
Javascript plug ins

Software

Photoshop
Illustrator
Sublime Text 3

Workin' On

Javascript/jQuery
Adobe InDesign
French

» EXPERIENCE

Spiceworks June 2015 - current

Contract Designer for In-House Marketing Creative Team

Contribute to design team in creating banner ads, web and application ads, email marketing assets, and infographics for current and potential users. Producing video graphics for live stream programming. Creating and producing print and digital products and signage for large-scale, company-wide events.

PaperTree Design Co. 2015

Freelance UI Designer

Produced multiple iterations of UI element collages for a user page, including user profile information, photo time lines, and other interactive elements related to client's web application. Communicated remotely with the client and app developer about the design needs and iterated based on feedback.

SumoJerky 2015

Freelance Web & Brand Designer

Created and produced brand logo, promotional illustrations and assets for the website, and full-content, responsive wireframes and comps based on three pages of the business' web application.

Bagel Runner App by Joe Rocca 2015

Freelance Graphic Designer

Created and produced icons, logo, and graphics for Bagel Runner which launched in the App Store May 28th. Communicated the design needs with the app developer and iterated based on feedback. Set up folder structures and produced multiple copies of each graphic specific to mobile app requirements.

» EXTRA

ATXSass Meetup

Co-organizer

Collaborate with other organizers to schedule events, speakers, and facilitate monthly meetup activity.

The Iron Yard Crash Courses

Teaching Assistant and Instructor

Assist teachers in answering student's questions and collaborating on problem solving. Teaching a class of 10-15 people about designing on the web, front end technologies, and logo and icon design.