David Flickinger
13 years of professional design experience.
UI. UX. Product. Systems Design. Native Code Animation.

Online Portfolio:
https://careful.club/
carefulclubdesign@gmail.com

I am currently seeking a full-time position.

My focus is on Product Design through Rapid Prototyping and Stakeholder Communication.
13 years of refining developer handoff for teams of iOS and Android developers.

Career spanning *HTML / CSS, Dreamweaver, Flash, Photoshop CS, Macromedia Fireworks, Sketch, After Effects, Lottie, Figma*, and now attempting to build interfaces and prototypes directly in iOS' Swift and Android's Kotlin.

Education

East Stroudsburg University
Bachelors of Science in Media Communications /w Technology Focus

Experience

2021-2025
Product Designer
Penn Entertainment
Built design system and full app UX from scratch. Interviewed users personally for user feedback. Designed app via brand guidelines with executive team stakeholders. Complex UX schemes required for multi-state government gambling legislature. Built extensive internal tools for live casino floor monitoring, real-time-updates to guest information, and an intra-employee communication system.

2020-2021

Freelance Design

Illustration and branding for individuals and restaurants. Worked on creating assets and workflows for streamers. Low-level front-end development.

2017-2019

Interactive Designer

Mindgrub Innovation LLC

Focused on client communication and stakeholder requirement gathering. Began to work more on UX auditing. Created high-fidelity interactive prototypes. Changed the design team from using Illustrator/Photoshop for UI designs over to Sketch. Changed the design team from using manually-created developer handoff documents over to using Zeplin/Sympli for communicating design details. This saved weeks of work for each project. I was responsible for running teaching sessions and helping my coworkers learn the new tools.

2013-2017

Mobile Designer

Mindgrub Innovation LLC

Focused on app design for iOS and Android Apps. Communicating designs to clients. Began working more independently.

2012-2013

Associate Designer

Mindgrub Innovation LLC

Created UI design for apps and websites. Created marketing materials such as posters, flyers, email templates, infographics, and web banners. Began working closely with developers.

2006-2012

Pre-Graduation Service Industry Work

Home Improvement Contractor, Janitor, Subway, QC Newark Paperboard

Tools

Figma
Illustrator
Photoshop
After Effects
Lottie
HTML, CSS
Remedial Blender

Notable Skills

Client Communication
After a prototype presentation I gave to a client, our VP of Sales & Engagement stated: "That was the most awesome presentation I've ever seen, it was like watching a play." Been proud of that one.

Internal Inspiration
I constantly seek out new tools and processes to show to coworkers and help move my team forward. I was responsible for pushing my team from Fireworks to Illustrator to Sketch and to Figma. Picking up the After Effects to Lottie workflow to hand developers native JSON animation code was extremely impactful.

Complex Prototypes
I love making extremely complex prototypes. There's nothing better for explaining a vision for a feature than an interactive prototype. I have used Invision, Framer, Principle, and Figma.

A common situation I've found myself being especially useful:

> VP of product needs to sell roadmap investments or strategic initiatives to their board or CEO. I can create prototypes of instrumental features which they can open on their phone and present directly to the stakeholders to better inform them of the real implementation of the strategy and drive interest.