David George Flickinger

Online Portfolio: https://careful.club/

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I am currently seeking a full-time position from an employer that is going to use my passion, creativity, communication abilities, and wide skill set. Design is not just a job to me, I have been obsessed with the process my whole life.

Education & Experience

2006-2012

Service Industry Jobs Home Improvement Contractor, Janitor, Subway Quality Control Testing at the Newark Group Paperboard

2012

Graduated from East Stroudsburg University
Bachelors in Media Communications /w Technology Focus

2012

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. Worked closely with developers.

2013

Mobile Designer

Mindgrub Innovation LLC

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

2017-2019

Interactive Designer

Mindgrub Innovation LLC

Continued to work more independently and communicate more thoroughly with clients. 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.

2020

Freelance Design

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

Tools

Interface Design Developer Handoff & Communication

Sketch, Figma Zeplin, Sympli

Illustration Prototyping

Illustrator Principle, Invision

Photo Editing Development
Photoshop HTML, CSS

Video Editing

After Effects, Premier

Notable Skills

Client Communication

After a presentation to a client, the VP of Sales and Engagement had a bewildered look on her face and stated: "That was the most awesome presentation I've ever seen, it was like watching a play." I will be proud of that forever.

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.

Complex Prototypes

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