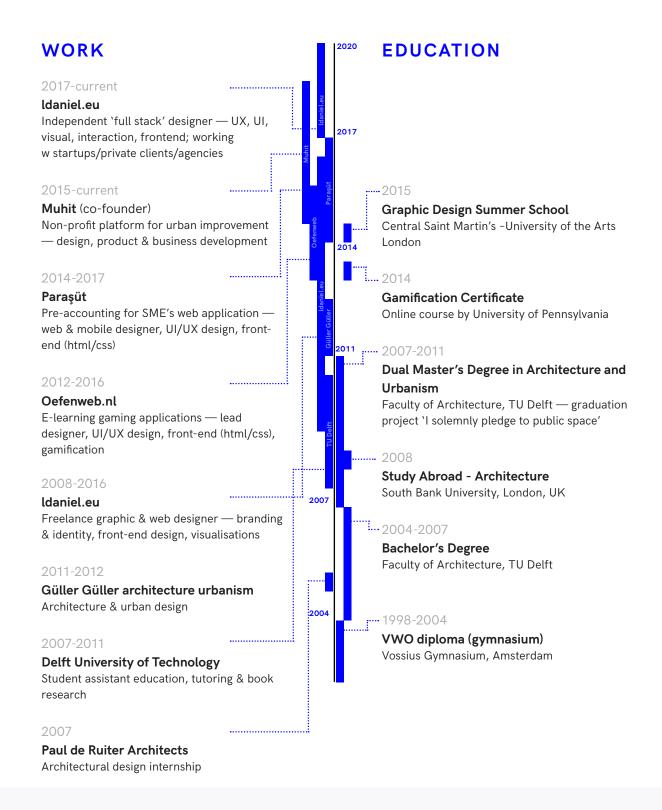# CURRICULUM VITAE

ldaniel.eu

PERSONAL

name L Daniel Swakman
date of birth 6 October 1986
place of birth Amsterdam, NL
location Berlin, DE
nationality Dutch

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WORK

2017-current
ldaniel.eu
Independent 'full stack' designer — UX, UI, visual, interaction, frontend; working w startups/private clients/agencies

2015-current
Muhit (co-founder)
Non-profit platform for urban improvement — design, product & business development

2014-2017
Paraşüt
Pre-accounting for SME's web application — web & mobile designer, UI/UX design, front-end (html/css)

2012-2016
Oefenweb.nl
E-learning gaming applications — lead designer, UI/UX design, front-end (html/css), gamification

2008-2016
ldaniel.eu
Freelance graphic & web designer — branding & identity, front-end design, visualisations

2011-2012
Güller Güller architecture urbanism
Architecture & urban design

2007-2011
Delft University of Technology
Student assistant education, tutoring & book research

2007
Paul de Ruiter Architects
Architectural design internship

EDUCATION

2015
Graphic Design Summer School
Central Saint Martin's –University of the Arts London

2014
Gamification Certificate
Online course by University of Pennsylvania

2007-2011
Dual Master's Degree in Architecture and Urbanism
Faculty of Architecture, TU Delft — graduation project 'I solemnly pledge to public space'

2008
Study Abroad - Architecture
South Bank University, London, UK

2004-2007
Bachelor's Degree
Faculty of Architecture, TU Delft

1998-2004
VWO diploma (gymnasium)
Vossius Gymnasium, Amsterdam

LANGUAGES

English
fluent

German
good

Dutch
fluent, native

French
acceptable

Turkish
good

SKILLS

visual design
Adobe Creative Suite, Figma, Sketch, Invision (Studio), Principle, Zeplin, Balsamiq, Axure

3D/CAD
Rhino, Maya, 3Ds Max, Sketchup, AutoCAD

frontend
HTML, CSS, LESS/SASS, Javascript/jQuery, VueJS, React, Gulp, PHP, Git

Product management/other
Trello, Asana, Jira, Google Docs,

INTERESTS

design
The main passion in my work lies in the visual and graphic design; I deeply care about how aspects like layout, legibility, colours, typography and contrast work together to form a well designed environment, whether that's a plasma TV interface, a web game on a 10" tablet or in print. The fluency with creative software as well as front-end programming languages (html, css, javascript) helps me to indeed realise this consistency of design.

I believe the values and considerations that are concerned with visual design are just as present in architecture: colour, proportions, materials, tactility, usability, and the continuous process of revision in search for true quality.

other
Outside of this design spectrum I occupy myself with social innovation, infographics & visualisation, travelling, coffee and making music.

architectural vs graphic
PREFERENCES

COFFEE
double espresso

DESIGN TOOL
pencil > Figma > CSS

CODE EDITOR
Sublime Text 3

BACKPACK
Minaal

WORKSPACE
coworking spaces

TYPEFACE
HK Grotesk