CURRICULUM VITAE

ldaniel.eu

PERSONAL

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

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WORK

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

2014-current
Paraşüt
pre-accounting for SME's web application; graphic & web designer, UI/UX design, front-end (html/css)

2008-current
ldaniel.eu
freelance graphic & web designer, branding & identity, front-end design, visualisations

2012-2016
Oefenweb.nl
e-learning gaming applications; lead graphic & web designer, UI/UX design, front-end (html/css), gamification

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

2016
2014
2011
2007
2004
1998

LANGUAGES

English
fluent

French
good

Dutch
fluent, native

German
acceptable

Turkish
good

SKILLS

graphic
Adobe Photoshop, Indesign, Illustrator, Premiere, Fireworks, Balsamiq, Axure, Sketch

3D
Rhino, Maya, 3Ds Max, Sketchup, Pepakura, Vray, mental ray

frontend
HTML(5), CSS(3), LESS/SASS, Javascript/ jQuery, gulp, PHP, Flash/Actionscript, Git

CAD
AutoCAD, Autodesk Revit (basic), Vectorworks (basic)

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.

architectural vs graphic
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.

PREFERENCES

COFFEE
double espresso

DESIGN TOOL
pencil > illustrator > css

CODE EDITOR
Sublime Text 3

BACKPACK
Minaal

WORKSPACE
coworking spaces

TYPEFACE
FF Meta Italic