

DANIEL CAMPBELL

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SKILLS

DESIGN

iOS Design Guidelines, Photoshop, InDesign, Illustrator, Dreamweaver, Flash, Lightroom, Premiere, Publisher, FrontPage, Prismo Medica, Gimp, Inkscape, Sketch, Sketchbook Pro, Cocos2D

CODE

Mobile First Design & Coding, HTML, CSS, SASS, LESS, JavaScript, JQuery, Bootstrap, Wordpress

EXPERIENCE

Graphic Design and Compliance Consultant | Maetrics LLC

Jan 2013 – Apr 2015

Converted product labels to new branding specifications as part of a larger rebranding strategy.
Updated product labeling and barcodes to comply with new FDA device identification regulations.
Developed new visual guideline documentation for future label designs.

Graphic Designer | Saffron Vintage Inc.

Nov 2013 – Mar 2015

Designed product packaging, labels, and promotional flyers.
Photographed and edited product images, and updated company catalog and website.

Independent Game Designer for Mobile Games | Digital Fury Games

Mar 2012 – Nov 2013

Created all art assets and animation for the iPad game 'Project Peon' on the Apple app store.
Designed and built game levels.
Created website and other marketing assets for Project Peon.

Prepress Technician | LithoTech Services

Jan 2009 – Aug 2010

Conducted marketing research to increase business from local customers.
Implemented findings which improved client-business communication and internal process efficiency.
This resulted in faster, more reliable service and greater customer satisfaction.
Designed advertising pieces for both print and web.
Prepared client files for print and ran digital press.

EDUCATION

Andrews University | Berrien Springs, MI

2007 – 2012

Dual major in Graphic Design and Marketing

Jackson Community College | Jackson, MI

2005 – 2006

Associates of Applied Science in Business Administration

Georgia Perimeter College | Covington, GA

2004 – 2005

Major in Business Management