

DANIEL CAMPBELL

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I am a Full-Stack Developer and UI Designer seeking a Web Developer position.

TECHNICAL SKILLS

FRONT-END: HTML, CSS, LESS, SASS, JavaScript, ES6/7, jQuery, React, React-Router, React-Native, Flux, Redux, Redux-Saga, Redux-Thunk, Axios, WordPress
BACK-END: Node.js, Express, Mongoose, Webpack, Babel
DATABASE: MySQL, MongoDB, Firebase
TESTING: Mocha, Chai
DESIGN: Photoshop, Illustrator, InDesign, Flash, Experience Design, Sketch, Cocos2d, Premier, After Effects

PROJECTS

Grime Lord | grimelord.com

Role: Developer & Designer

Built with: React-Native, Redux, Redux-Saga, React-Native-SVG, Illustrator

Grime Lord is a mobile game about color theory for iOS and Android. It is a solo project created entirely in React-Native. I created and developed the unique gameplay mechanics of this project; designed all the game elements in Illustrator, and programmed it in React-Native. I recreated the designed elements as native SVG code and animated everything using the React-Native Animated library. This project is currently in development in the alpha testing phase.

Globaleyes | globaleyesgame.com

Role: Front-End Developer

Built with: React, React-Router, Redux, HTML, SASS, Google Maps API, Firebase

Globaleyes is a browser based educational platform for teaching geography, civics, and history in a fun and unique way. It leverages the Google Maps API to create global virtual scavenger hunts that teach about different cultures, sites, and historical events. I developed the front-end for this project and tied the backend and firebase resources into the UI and implemented the Google Maps API integration.

Project Peon | projectpeon.com

Role: Visual & Gameplay Designer

Built with: Cocos2D, Photoshop, Illustrator, Flash

This is a physics based iPad game currently available on the Apple App Store. This project was created with a small team of three: one developer, one designer, and one sound tech; I was the designer. I co-developed the game mechanics; designed all the art assets and animation; and built all the game levels. I also created the marketing website and captured and edited the game trailers.

EXPERIENCE

Labelling Specialist | InSource Technical Group

Oct 2015 – Sept 2016

Tools: HTML, CSS, JavaScript, Illustrator, InDesign

- Designed product labeling in Illustrator and InDesign.
- Updated code for Multi-Language CD browser interface.
- Typeset documentation and manuals in compliance with FDA regulations.

Graphic Design and Compliance Consultant | Maetrics LLC

Jan 2014 – Apr 2015

Tools: Illustrator, InDesign, Prisym Medica

- Updated product labeling and barcodes to comply with new FDA device identification regulation.
- Developed new visual guideline documentation for future label designs.

Web Developer and Graphic Designer | Saffron Vintage Inc.

Nov 2013 – Mar 2015

Tools: HTML, CSS, JavaScript, jQuery, MySQL, PhotoShop, Illustrator

- Designed product packaging, labels, and promotional flyers.
- Photographed and edited product images, and updated company print catalog
- Refactored company website and maintained online catalog.
- Developed web designs for subsidiaries.

Independent Game Designer for Mobile Games | Digital Fury Games

Mar 2012 – Nov 2013

Tools: Cocos2d, Illustrator, PhotoShop, Flash, Premier

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

Graphic Design and Compliance Consultant | Maetrics LLC

Jan 2013 – May 2013

Tools: Illustrator, InDesign, Prisym Medica

- Converted product labels to new branding as part of the larger rebranding strategy.
- Ensured labels designed conformed to strict FDA regulatory specifications.
- Co-created a new training manual and Standard Operating Procedure for label design within the Prisym Medica system.

Prepress Technician and Graphic Designer | LithoTech Services

Jan 2009 – Aug 2010

Tools: HTML, CSS, JavaScript, Illustrator, PhotoShop InDesign

- 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.

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