



# Michael Danielzen

Developer | Motion Designer



Chicago IL



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## ABOUT

A senior motion designer /front end dev/ graphics artist who works in online display advertising. I know how to implement , design, and deliver a range of different media types from video production to banner campaign to website deployment. I consider coding ,design and animation to be harmonious disciplines, and am always trying to learn new technologies to keep my skills fresh.

## Notable Projects

Allstate Mayhem campaign  
*Online Content and animation*

U.S. Cellular Display Ads  
*Dynamic ads built in Flashtalking*

Intel Youtube Mastheads  
*Large Masthead banners featured Youtube for intel i7 chips*

## EXPERIENCE

### Leo Burnett

Senior Motion Designer

📅 Jan 2014 – Present

*-HTML5 banners and rich media experiences from pre-production to post media campaign launch.*  
*- Animation for social media video campaigns.*

### Arc Worldwide

Creative Technologist

📅 July 2009 – Jan 2014

*Developed and designed Flash experiences for the web. Including banners, micro sites, and mini games.*

## EDUCATION

Columbia College Chicago

📅 Aug 2004 –May 2008

*Interactive Arts and Media, B.A.*

## SKILLS

- **Front End Development**  
Javascript, HTML5, CSS, SASS, XML, JSON, Git
- **Code based animation**  
*Javascript vs Canvas - Greensock, CreateJS, SnapSVG, PixiJS, ThreeJS*
- **2D animation/Video Production**  
Adobe After Effects, Adobe Animate, Adobe Premiere
- **Graphic Design/Illustration**  
*Photoshop, Illustrator, Manga Studio*
- **IAB Standards and best practices**
- **Richmedia ad development**  
*DCM, Adwords, Doubleclick Studio (Google Ads), Sizmek, Flashtalking*
- **Strong Storytelling and Visual Narrative skills**

*Sample work available at [Mikedface.github.io](https://mikedface.github.io)*