

# DANIEL N. EASLY

Resume of Designer, Developer Daniel Easly

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## WHY I GAVE YOU THIS BURNT PIECE OF PAPER

I'm burning to work with a collaborative team of talented individuals and produce work that serves to functionally and creatively fulfill the clients' needs. As part of this team I will continue to hone my knowledge in the fields that hold such an immense passion for me.

## EDUCATION

**Robert Morris University** (Aug. 2001 - May 2006)

Bachelors of Fine Arts - Concentration in Web Design and Development

G. P. A. of 3.5

## WORK EXPERIENCE

**Overit Media** (Mar. 2008 - Present)

**Graphic Designer / Web Developer**

In this Albany based multimedia and design firm I have been given the responsibility of a web and print designer, web developer, and flash developer. I am responsible for completing tasks according to Overit's practices based on an hourly system. Most projects involved direct contact with clients until final project signoff. (Site: [Overit.com](http://Overit.com))

**Alberts Elovitz, Inc.** (Dec. 2006 - Mar. 2008)

**Graphic Designer**

This was a very team oriented job in a very high paced working area making it necessary to get required jobs done accurately, effectively, and quickly. I was responsible for designing all products, designing and maintaining all product catalogs, as well as designing all graphics for the website. (Site: [Albertsgifts.com](http://Albertsgifts.com))

**Vicarious Visions, Inc** (Feb. 2009 - Sept. 2009) and

(Feb. 2010 - May. 2010)

**Video Game UI Designer**

Contracted through Overit Media, I was/am assigned to a large game development team handling the design of the user interface for games such as "Guitar Hero 5", "Guitar Hero 6", and "Band Hero" for the Wii console system. (Site: [Vvisions.com](http://Vvisions.com))

**Artists Image Resource** (Feb. 2006 - Feb. 2007)

**Designer / Studio Assistant**

AIR is a fourteen year old Pittsburgh based non-profit print studio where I was in charge of preparing designs for print as well as working with large groups of the team at AIR to actually make the prints that kept the studio running.

## TECHNICAL KNOWLEDGE

### Design Software Knowledge

- Photoshop CS4 (advanced)
- Illustrator CS4 (advanced)
- Indesign CS4 (advanced)
- Flash CS4 (advanced)
- After Effects
- Acrobat (advanced)
- ZBrush (intermediate)
- 3D Studio Max

### Web Authoring Knowledge

- PHP 5
- Coldfusion
- Javascript (JQUERY)
- XML, XHTML, HTML, CSS
- Flash AS3
- Mysql Database creation and maintenance
- Apache web servers, and server maintenance
- Wordpress, Drupal CMS