DANIEL GARRISON

UX/UI Designer

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PROFILE

An UX/UI professional with a background in Theatre, Light Design, Game Design and Office Management. Collaborates well with others to generate and execute ideas within tight deadlines. Earned a reputation for dedication, humor, intelligence, and going "above and beyond" to help team-mates.

PROFESSIONAL SKILLS

Adobe Creative Cloud	C++
Illustrator	C#
Photoshop	HTML
XD	CSS
Premier Pro	Javascript
Unity Game Engine	Sketch
Unreal Engine	InVision

UX/UI PORTFOLIO

www.greatfortdesign.com

GAME DESIGN PORTFOLIO

www.thegreatfort.com

ACTIVITIES // INTERESTS

Black Belt in Jeet Kun Do Concepts under Sifu Dan Anderson
Oil painting, Charcoal and Pencil Drawing.

PROJECTS

- **CRAVE - Food App -** http://greatfortdesign.com/Crave.html

  Crave is a food application that supplies recommendations for restaurants based on your eating habits and those of your friends.
  In this project, I conducted interviews and surveys, created design documents such as user Personas and user journeys, created LoFi and HiFi wireframe prototypes, as well as project managed a team of designers to build a polished prototype.

- **KHONSU - Travel Budgeting app -** http://greatfortdesign.com/Khonsu.html

  Khonsu is a budget application geared explicitly towards travel. Khonsu aims to aggregate and present all of your traveling expenditures, itemized by trip and type, into an easy to understand interface.
  In this project, I conducted interviews, created surveys, did initial competitive analysis, created design documents like user personas, and created LoFi as well as HiFi wireframes.

WORK EXPERIENCE

- **Aug 2017 - Sept 2018**
  OFFICE MANAGER - @MOOVE IT
  Managed day to day operations. Created, maintained and overhauled employee benefit plans like healthcare, 401K and student loan repayment. Was the point person for US hiring. Was in charge of purchasing consumables for the office and client gifts. Assisted with the sales process in scheduling sales calls, being the first point of contact for inbound sales and investigating the validity of possible clients. Managed the schedules of sales personel as well as development staff for meetings and hiring interviews.

- **Nov 2012 - Nov 2013**
  LIGHTING SUPERVISOR - @SLEEP NO MORE
  Constructed audience experience through lighting concepts to reinforce the narrative of the show through the audience's discovery of locations and scenes. Created/enacted plans that overhauled the infrastructure & day-to-day venue operations.
  Created budget proposals for weekly operations and special events. Created a kept records of lighting department payroll documents. Was in charge of purchasing all consumables for venue operations.

- **Jan 2010 -July 2017**
  MASTER ELECTRICIAN - @SHAKESPEARE IN THE PARK/PUBLIC THEATRE
  Lead teams in the lighting department in a fast-paced production schedule. Coordinated between design teams and production staff. Created detailed documents itemising the needs of each show.

- **May 2015 - Present**
  GAME DEVELOPER - @GREAT FORT GAMES
  Games Released: Orc Prom, Ghost Gear, Tank Pong
  Currently Developing: Nomicon, Verdant

  Envisioned all game concepts from the ground up. Designed & implemented: all player powers, the player skills progression system, and all characters.

EDUCATION

- **Aug 2004 - Dec 2008**
  B.A DRAMA - @ANGELO STATE UNIVERSITY SAN ANGELO, TEXAS

- **Jun 2018 - Present**
  UX/UI BOOTCAMP - @ UT AUSTIN

- **UDEMY GAME DEVELOPMENT COURSES:**
  Learning AutoDesk Maya
  Unreal Engine 4: the Complete Beginners Guide
  Unity 5 Professional Guide - Mastering C# Programming
  Learn to Code by Making Games - Complete Unity Developer Course