



DANIEL GARRISON

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UX Designer

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	Axure
Unity Game Engine	Sketch
Unreal Engine	InVision

UX/UI PORTFOLIO

www.greatfortdesign.com

ACTIVITIES // INTERESTS

Black Belt in Jeet Kun Do, Muay Thai
Oil painting, Charcoal and Pencil Drawing.
Bass guitar

WORK EXPERIENCE

- December 2018 - Present**
UX DESIGNER - @ROCKET SOFTWARE
Created user experiences for a several data base management tools and power security products. Created lofi wireframes and hifi mockups with various technologies, most notably Sketch and Axure. Led discovery meetings with subject matter experts. Created design documents such as personas and journey maps to help visualize the product life cycle. Was the design lead on several products and applications as well as responsible for design choices and decisions for all Austin, Tx office based products.
- 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 in-bound 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 - April 2017**
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 - December 2018**
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