Daniel Gaines

UX Designer

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310.895.8922

With my background in user experience & visual design, I solve user problems with intuitive and efficient products, honed through a process of research and iteration.

SKILLS

- Visual Design
- UX Research
- Wireframing
- Prototyping
- User Testing
- Client Interaction
- Project Management

TOOLS

- Pen + Paper
- Wireframing
- Adobe Creative Suite (Ps, Ai, Ae)
- Sketch
- Figma
- Whimsical
- Invision
- Principle
- Github
- HTML, CSS, Javascript

EDUCATION

Bloc | UX Design Certification Program, 2018
Comprehensive training in UX design process and methodologies.

University of Southern California | Los Angeles, CA
BA, Fine Arts 2005
Emphasis in Drawing, Painting, & Design, Minor in Film Studies

RELEVANT EXPERIENCE

LEAD DESIGNER

City Picture Frame | San Francisco, CA   2016 – Present
Designed display solutions for clients, managing project timelines and resources. Using design thinking, redesigned project-proposal system for better client experience, as well as optimizing internal work flow processes.

PRINT DESIGNER

Freelance | San Francisco, CA   2011 – Present
Remotely designed and created promotional materials for SFSU: CREGS department and the Abzyme Research Foundation working within brand guidelines for target audiences.

GRAPHIC PRODUCTION ARTIST

Chinese Laundry Shoes | Los Angeles, CA   2007 – 2009
Designed logo and branding for new product line. Created product catalogues and lookbooks with Adobe InDesign. Retouched product photos for web + print.

RECENT PROJECTS

Divvy | Mobile Prototype of Finance App   2019
The simple money app that sets your daily spending allowance, keeps on top of your bills and helps you save with ease. Researched existing user habits and needs, built information architecture, designed brand identity, and tested multiple prototypes on live and remote users.