



Daniel Gaines

UX / UI Designer

<http://danielgaines.design>

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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.

RELEVANT EXPERIENCE

SKILLS

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

TOOLS

- Pen + Paper
- Wireframing
- Adobe Creative Suite (Ps, Ai, Id, Ae)
- Sketch
- Figma
- Whimsical
- Invision
- 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

LEAD DESIGNER

City Picture Frame | San Francisco, CA 2016 – Present

Designed display solutions for clients, managing project timelines and resources. Built relationships with vendors to ensure product quality and managing costs. Redesigned project-proposal system for better client experience.

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 targeting specific 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.