Daniel Gaines

UX Designer | San Francisco

I'm a passionate advocate for peoples' needs, and driven to solve their problems. I design intuitive interfaces and experiences, refined through a process of understanding, collaboration & iteration.

RELEVANT EXPERIENCE

UX Designer, volunteer

Health4TheWorld | San Francisco, CA   July '19–Present

- Rapid iteration of wireframes and prototypes for educational mobile app.
- Leading UX team meetings in Zoom/video conference by coordinating, surveying team for ideas, posting summary for group on Slack.
- Investigating 3rd world mobile technology usage and internet connections, presenting and live-testing prototype with international students.

  Check out the wireframe prototype: https://marvelapp.com/4g13de4

Lead Designer

City Picture Frame | San Francisco, CA   Aug '16–Present

- Designing modern framing products by understanding client goals, pitching viable solutions and creating high fidelity 2D mockups for approval.
- Collaborating with fabricators, in-house production team and project managers to manage timelines and deliver finished products.
- Redesigning entire customer experience including scheduling, point-of-sale software, project-proposals and document design.

Graphic Production Artist

Chinese Laundry Shoes | Los Angeles, CA   Sept '07–Nov '09

- Designed logos and branding for footwear product lines.
- Created product catalogues and lookbooks with Adobe InDesign.
- Retouched product photography and created assets for web + print.

RECENT PROJECTS

Divvy | Mobile App Concept   Jan–Jun '19

- Designed consumer-geared personal finance app empowering users with simple budgeting and savings tools.
- Researched existing user habits and needs, built information architecture, designed brand identity, and tested prototypes on live and remote users.

  Check out the prototyoe: https://marvelapp.com/i0g97b4

CONTACT

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SKILLS

Visual Design
User Flows
Wireframing
Prototyping
User Testing
HTML/CSS/Javascript
Client Interaction
Project Management
Product Strategy
Sketching & Illustration

TOOLS

Pen + Paper
Adobe Creative Suite
Sketch
Figma
Axure / Whimsical
Invision / Marvel
Principle
Git

EDUCATION

Bloc.io

UX Design Certificate

Comprehensive training in UX design process and methodologies.

University of Southern California

Los Angeles, CA   2005
BA, Fine Arts
Fine Art & Design