

Daniel Walker

Indianapolis, Indiana

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Area of Interest

User Experience Design

Objective

To further my career and education in User Experience.

Education

Indiana University, School of Informatics, Indianapolis, IN 2008- 2013

Bachelor of Science in Media Arts and Science with a focus on interactive design and development

IUPUI University College Dean's list highest honors - fall 2010, spring 2013. GPA 3.6

Indiana University, School of Informatics, Indianapolis, IN - 2016 - Current

Master of Science in Human Computer Interaction

Skills

- In-depth knowledge of front-end web development and responsive layout (HTML, CSS, JQuery)
- Over three years of experience in ui/ux development and design
- Excellent problem-solving skills
- Experienced in 3d modeling, animation and motion graphics

Experience

Plow Digital/ Plow Games (Ui/Ux Developer) August 2013 – Current

Indianapolis, IN

- Ui/Ux Design/Development
- Front-End Web Development
- Motion Graphics
- 3D Modeling and Animation

Kaleidoscope (Contractor) June 2013

Indianapolis, IN

- Worked as a 3D artist on short-term contract for an undisclosed Unity project.
- 3D Modeling
- Texturing
- Low poly real-time rendering

Freelance Web and Graphic Design 2010 –2013
Columbus, IN

- Graphic Design
- Web Design and Development