

## SKILLS

- Highly creative and multi-talented visual design, with extensive experience in User Interface and User Experience design, and animation.
- Exceptional collaboration and interpersonal skills; with well-developed written and verbal communication abilities.
- Organized and accustomed to performing in deadline-driven and agency environments
- Dedicated to constantly learning and improving professional skills
- Innovative, detailed, and full of ideas

### Design

Conceptual thinking, problem solving, Illustration, print design, Adobe CS, typography, logo design & branding

### UI UX & Interactive

Wireframe and prototype development, user flows, user testing, design systems, Sketch, InVision, and Adobe XD, Photoshop, Illustrator, After Effects

### Video & Motion

After Effects, Premiere, Apple Motion, Apple iMovie, Final Cut, Element3D, 3D, Newton, SketchUp, Logic Pro, Film Making

### Development

HTML5, CSS3, JavaScript, SVG, Greensock, Brackets, FireZilla, Chrome Dev Tools, BrowserStack, UserTesting.com, Shopify, Wordpress, Bootstrap, Skeleton

## EDUCATION

**Graphic Design & Multimedia** - 2002  
Glasgow Metropolitan College, Scotland

## CONTACT

**Portfolio:** <http://danchadney.com>  
**Dribbble:** <https://dribbble.com/dchadney>  
**Vimeo:** <https://vimeo.com/chadney>  
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## EXPERIENCE

**Dan Chadney Design / Freelance & Contract Design / 2001 to Present**

**iFocus Consulting / UI UX Designer & Front-end Dev / 2012 to Present**

User interface design, responsive web design, front-end development and CMS integration, mobile app design

Key Achievements:

- Product design for Public Aware, a proprietary content management system that included UI design of the CMS admin, marketing and website

**Clearwater Analytics / UI & Motion Designer / 2016 to 2017**

UI UX design, motion graphics, animation & video, branding & creative direction

Key Achievements:

- Lead the design of a website remodel. Worked closely with front-end developers in the creation of the UI
- Established a new design style for a complete brand refresh and collaborated with other creative team members to develop a design system
- Created a new visual language for motion graphics, animation, and videos

**Power Engineers / Senior UI UX Designer & Developer / 2013 to 2016**

UI design and front-end development of HTML5 web & mobile applications, software tours, tools & presentations. Motion graphics, post-production, and animation.

Key Achievements:

- Successfully completed a UI design and development for a Kraft Foods app worth \$300,000, and was a key player in the information architecture design
- Promoted to Senior UI UX Designer & Developer on the 3D visualization team, with a 33% increase in pay.
- Pioneered new technologies and techniques for the UI and development team, and trained up other staff in the established best practices

**D'Vine Studios / Creative Director / 2011 to 2013**

Web design and development, marketing, WordPress theme creation, social media, shopping carts, SEO, payment gateways and SSL. Newspaper editorial and publishing.

Key Achievements:

- Established collaborative relationships with designers, merchants, vendors, key clients and business people in the local area

**Sign-A-Rama / Senior Designer / 2010 to 2011**

Design for large format, vehicle wraps, signage, interior design, web design

**Verve GRP / Web and Print Designer / 2008 to 2010**

**Freshface Media / Graphic Designer / 2006 to 2008**