

DAN CHADNEY

UI & MOTION DESIGNER

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 and full of ideas

Graphic Design:

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

UI UX & Interactive Design:

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

Video & Motion Graphics:

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

Development:

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

EDUCATION

Degree in Graphic Design Arts & Multimedia, 2002
Glasgow Metropolitan College, UK

CONTACT

Portfolio: <http://danchadney.com>

Dribbble: <https://dribbble.com/dchadney>

Vimeo: <https://vimeo.com/chadney>

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EXPERIENCE

Clearwater Analytics, UI & Motion Designer

Boise, Idaho, April 2016 to Current

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/UX
- Established a new design style for a complete brand refresh and collaborated with other creative team members to develop new brand guidelines
- Created a new visual language for motion graphics, animation, and videos

iFocus Consulting, UI/UX Designer & Front-end Developer

Remote, 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

POWER Engineers, Senior UI/UX Designer & Developer

Boise, Idaho, March 2013 to April 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

Astoria, Oregon, 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

Creative Director, 2010 to 2011

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

Verve GRP, Web and Print Designer

Glasgow, UK, 2008 to 2010

Freshface Media, Graphic Designer

Glasgow, UK, 2006 to 2008

Pixelmix Media, Freelance Design and Web Development

2001 to 2014