

DAN CHADNEY

VISUAL DESIGNER

SKILLS

- Highly creative and multi-talented visual designer, with extensive experience in UI design, UX design, and interaction design
- Exceptional collaboration and social 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, detail orientated, and full of fresh ideas

Graphic Design:

Conceptual thinking, problem solving, illustration, photography, print design, typography, logo design & branding

UI UX & Interactive Design:

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

Video & Motion Graphics:

Filmmaking, storyboarding, motion graphics, After Effects, Premiere, Motion, iMovie, Final Cut, Element3D, Logic Pro

Development:

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

EDUCATION

Graphic Design Arts & Multimedia
Glasgow Metropolitan College, UK

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 Developer

Remote Contract, 2012 to Present

User interface design, responsive web design, front-end development, CMS integration, mobile app UI design, graphic design for print, and logo 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

Boise, Idaho, April 2016 to August 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/UX
- 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

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, Visual Designer & Owner

Astoria, Oregon, 2011 to 2013

Responsive web design, branding, marketing, WordPress, social media, e-commerce, SEO, front-end development, graphic design for print, logos and branding

Key Achievements:

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

Sign-A-Rama, Senior Designer

Redding, California, 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