

Daniel Gaines

UI/UX Designer | San Francisco

<http://danielgaines.design>

EXPERIENCE

UX Designer, volunteer

Health4TheWorld | San Francisco, CA July '19–Present

- Brainstorming and collaborating on product solutions with shareholders.
- Charting user flows and iterating wireframes to build IA for web and mobile apps, using material design framework.
- Researching mobile and wireless technology usage in developing countries, with remote testing of prototypes on international users.

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 appointment scheduling, point-of-sale software, and communication design.

Graphic Designer

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

- Launched new footwear product line designing logo and branding assets.
- Created product catalogues and lookbooks with Adobe Creative Suite.
- Created web assets and built an interdepartment file organization system.

RECENT PROJECTS

Divvy | Mobile App Concept Jan–Jun '19

- Designed consumer-g 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 prototype: <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 CC
• Photoshop
• Illustrator
• InDesign
Sketch
Figma
Axure / Whimsical
InVision / Marvel
Principle
Git

EDUCATION

Bloc.io

UX Design Certificate, 2019
Comprehensive training in UX design process and methodologies.

University of Southern California

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