

DANIELLE CORPORON (DANI)  
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## OBJECTIVE

Seeking opportunities as a User Interface or Visual Designer

## PROFESSIONAL EXPERIENCE

### 2015 Visual/Interaction Designer | Filament Games Madison, WI

- Lead user interface design, user experience design, and art direction on educational games, from project kick off to release
- Coordinate and collaborate with production, game designers, illustrators, and engineers on small teams
- Manage and help illustrators throughout projects with asset lists, color palettes, visual mockups, and moodboards to create aesthetically pleasing and cohesive experiences.
- Create final UI assets
- Meet with project stake holders to discuss art direction, visual mockups, and walk through wireframes
- Worked directly inside Unity3D, creating prefabs and animating game/UI assets

Shipping Title: Showbiz Safari (Android, iOS, Mac, PC & Web)

Client: Smithsonian Science Education Center

To be released: Sept 24, 2015

Shipping Title: Morphy (Android, iOS, Mac, PC & Web)

Client: Smithsonian Science Education Center

To be released: Sept 24, 2015

### 2014 2D Animator/Artist Contractor | Mobius Digital Los Angeles, CA

Shipped Title: Terra Chroma (iOS)

- Created and updated animations, art assets, and UI icons
- Meet with the lead artist weekly for feedback and tasks through video calls

### 2013 User Interface Intern | Schell Games Pittsburgh, PA

- Created VFX, animation, and edited the release trailer of the game, 'The World of Lexica' that premeired at Games for Change 2013 Festival
- Created design phase support materials (wireframes, mood boards, art) for pitch work
- Updated buttons and other UI assets for a port of the game 'Intercube' that was release on Ouya 2013

## SOFTWARE & SKILLS

Adobe Photoshop	Balsamiq Mockups	Art Direction	Illustration
Adobe Illustrator	Unity3D	User-flows	Animation
Adobe InDesign	Html/CSS	Wireframes	Game Design
Adobe After Effects	Visual Design	Storyboards	Paper-Prototyping
Autodesk Maya	User Interface Design	User Testing	Agile/Scrum Development
Autodesk 3DS Max	User Experience Design	Visual Mockups	Jira

## EDUCATION

2014 Masters of Entertainment Technology  
Entertainment Technology Center, Carnegie Mellon University Pittsburgh, PA

2009 Bachelors of Fine Art in Printmaking  
Minor in Art History  
Herron School of Art and Design, Indiana University Indianapolis, IN

2008 Summer Exchange Program  
Pont-Aven School of Contemporary Art. Pont-Aven, Brittany, France