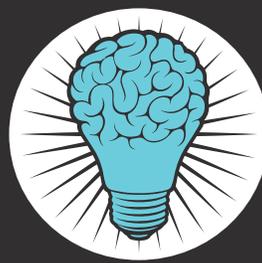


DANIEL



PITNER

GRAPHIC DESIGNER



Profile

Highly motivated and detail-oriented Graphic Designer, with expertise in website design, UI and UX design and development, illustration and 2D animation. I have a passion for art and design that encompasses **production design for web and multimedia, illustration, animation, motion graphics, video production, and character and environment design.**



Skills

Photoshop



Illustrator



After Effects



InDesign



Contact



(972) 351-3053



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DanielPitner.com



Employment

2012-Present

Graphic Designer | Sound-Bridge

Creating mockups for proof on client's respective stage(s). Design and maintain websites for three different companies. Create and design pamphlets, catalogues, web banners, apparel, and various other kinds of advertisement

2010-2011

Graphic Designer / Illustrator | LifeLine Studios

GUI design for games and websites, page-level programming (HTML5 / CSS), branding and logo creation, conceptual art for characters, environments, and set pieces, and digital illustration.

2007-2010

Graphic Designer | eCarList

Design and layout for client websites as well as company websites with Flash animation design. Creation of logos for company and client marketing materials. Design and layout of client software user-interface including icons, buttons, and logos. Handle design of printed marketing materials such as booth design, flyers, posters, and business cards. Video production and motion graphics creation for company marketing and client needs.

2005-2007

Graphic Designer | Fidelity Information Services

Responsible for design and creation of intra-network portals for displaying dynamic data to keep multiple departments spread throughout the country up-to-date.

2003-2005

Production Graphic Designer | Lifoam Industries

Responsible for printed materials for Styrofoam cooler and Toy manufacturer that includes five other plants throughout the country. Work in both team and individual projects.



Education

2000-2002

Art Institute | DALLAS

Learned how to develop and texture 3D models for film and gaming. Trained on video compositing and editing. Heavily trained in Photoshop, Illustrator, and InDesign for a variety of graphic projects.