

# DANIEL PITNER

## GRAPHIC ARTIST

### PROFILE

Highly motivated and detail-oriented Graphic Designer, with expertise in **PRINT, UI/UX, and LOGO 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



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DanielPitner.com

### EXPERIENCE

2018-Present

**GRAPHICS & WEB DESIGNER** | Hot On! Homes  
Design and build marketing collateral for both print and digital including but not limited to flyers, invitations, catalogs, brochures, web banners, email campaigns, etc.

2012-2018

**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** | 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 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.