

Dan Johnston | Designer

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Seeking a creative position in new media where my passion and experience can contribute towards building simple, successful, and memorable user experiences.

MIT Mobile Experience Lab

Web / Interactive Designer

Using quick sketches, wireframes, and sitemaps to sell interface and information architecture concepts to teammates. Rapidly turning wireframes into high quality, cross browser validated code. Creation of user guides on project completion. Researching trends in social media, mobile technologies, and sustainable architecture. Designing books, portfolios, posters, and other material as needed.

*Cambridge, MA
Sept 2008 – present*

The Commonwealth of Massachusetts

Open Source Developer

Applied learning of object oriented programming and database design. Collaborating with team members to create a system that keeps track of more than 8,000 court cases heard by the Appellate Tax Board annually. Redesigned the look and feel of the online job application process for the State. Worked with blind and handicapped users to make accessible websites following section 508 standards.

*Boston, MA
Sept 2005 – July 2007*

VPG Integrated Media

Production Artist

Worked independently on large series of animations, with a budget of over \$100,000. Created coursework for students learning human anatomy, and math at various levels. Responsible for creating and illustrating over 600 images for an educational CD-ROM. Designed backgrounds and interfaces under very short deadlines, reporting to different bosses simultaneously.

*Boston, MA
Sept 2001 – Sept 2005*

Freelance

Designer

Teaching a semester of “Introduction to Web Design” at MassArt. Coursework covering usability best practices, standards based HTML / CSS, and basic PHP templating. Designing logos, websites, and related materials for schools, photographers, and start up companies. Learning new programming skills and languages as necessary.

*Boston, MA
Sept 2001 – present*

MFA – Dynamic Media

Mass. College of Art and Design
May 2009

BFA – Industrial Design

Rochester Institute of Technology
June 2001

Exemplifies the term team player yet can produce independently.

Fundamental passion for taking a complex system of rules and making it simple to understand.

At home in a multi-disciplinary multi-cultural environment.

Strong understanding of both the design and technical challenges for print, web, and new media.

Photoshop, Illustrator, InDesign, Flash, OmniGraffle, Drupal, Wordpress, HTML, CSS, MySQL, PHP, ActionScript, jQuery, SVN