DANIELLE CORPORON (DANI)
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OBJECTIVE

Seeking a Full-Time Position as a User Interface/User Experience Designer

EDUCATION

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

2009   **Bachelors of Fine Art, Printmaking**
Minor, 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

SOFTWARE / SKILLS

Adobe Photoshop	Autodesk Maya	Graphic Design	Motion Graphics
Adobe Illustrator	Autodesk 3DS Max	Visual Design	Video Editing
Adobe InDesign	Balsamiq Mockups	Website Design	Storyboards
Adobe After Effects	OmniGraph	Basic Html / CSS	Paper-Prototyping
Adobe Premiere Pro	Wireframes	Wordpress	User Testing

PROJECTS

2013-2014   **'Locanimals' A Location-Based Creature Collection Game for iOS Mobile Devices.**
Pittsburgh, PA. UI Design/Graphic Design/2D Art: a Student Pitch Project

2013   **'Cylab Hacking Project: picoCTF,'** Worked with the Carnegie Mellon Hacking Team to design a Nation-Wide High School Competition to encourage Computer Security and Computer Science Education. Pittsburgh, PA. Graphic Design/2D Art

2012   **'Building Virtual Worlds'** Rapid Prototyping of Interactive Virtual Worlds.
Pittsburgh, PA. Texture Artist/Producer. Created 2D Art, Graphic Design, and Unwrap/Texture 3D Models in Team Environment

PROFESSIONAL EXPERIENCE

2013   **Teaching Assistant, The Fundamentals of ETC**
Entertainment Technology Center, Carnegie Mellon University. Pittsburgh, PA

2013   **User Interface Intern, Schell Games.** Pittsburgh, PA
Video Editing, VFX, High-Level Preproduction, Wireframes, and Visual Design

2009-2012   **Freelance Graphic Designer,** South Bend, IN
Web, Branding, Identity, Print, Advertising, and Video Editing