

CHRIS DALEY

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“WHO AM I?” - MOST PHILOSOPHERS

Someone hungry for more with the humility to grow. A person who is dedicated to making people smile and think through art and design. A professional with over five years in the field. An animation, acroyoga, violin, and tabletop game geek.

THINGS I AM RATHER GREAT AT (OR GETTING BETTER AT)

Rather Great: Photoshop, Illustrator, GIMP, Inkscape | Maya | Word, PowerPoint, Excel, Gliffy, Prezi

Getting Better: Axure, InVision, Experience Design, InDesign, Premiere Pro | ZBrush | CSS3, HTML5

WHAT I TOOK OUT LOTS OF EXPENSIVE LOANS FOR

B.S. Interactive Media and Game Development, Art Concentration

Worcester Polytechnic Institute
Worcester, MA, USA

Graduated February 2012

WHERE THE HECK I HAVE BEEN (AND SOME COOL THINGS I HAVE DONE)

2016 Oct - Present

Freelance Visual Designer

ChrisDaleyAnimation.com (MA, USA)

- Conceptualizing and creating logos, responsive UI designs, and other collateral for both external clients and personal portfolio; training new software and design skills.

2015 Sep - 2016 Sep

Contract User Experience Visual Designer

Dassault Systèmes (Waltham, MA, USA)

- Designed thousands of responsive icons for SOLIDWORKS product user interfaces.
- Identified areas for improvement in my team's work flow, then implemented and tested changes that improved our consistency and quality across an expansive suite of icons.
- Produced a digital "design pack" of resources that provides all files and other assets needed to create SOLIDWORKS icons in accordance with product styles and standards.
- Illustrated background images, profile avatars, and other assets for the Apps for Kids program suite, which was widely praised at SOLIDWORKS World 2016 in Dallas, Texas.

2012 Mar - 2015 May

Simulation Developer

Simudyne USA (worked remotely from MA, USA)

- Led the visual design, UX/UI design, animation, and 3D modeling of interactive virtual simulations for global clients seeking to radically improve decision-making capabilities.
- Designed marketing materials and sales presentations used by the CEO and directors that directly engaged our partners and persuaded prospective clients and investors.
- Co-managed our company website, Wordpress blog, and virtual asset repository.

Project: Energy Strategy Simulation (3 months)

Simudyne USA (project based in Houston, TX, USA)

- Worked on-site with a multi-national energy corporation to design UX/UI process flows, wireframes, mockups, and visual assets for a high-level strategy simulation.

Project: Hospital Evacuation Simulation (11 months)

Simudyne USA (worked remotely from MA, USA)

- Led the visual design of a risk management simulation, built for a U.S. hospital association to improve hospital evacuation during a catastrophic disaster event.

Project: Virtual World & Risk Mitigation Simulation Development (3 years, 2 months)
Simudyne USA (worked remotely from MA, USA)

- Led the development of 3D virtual replicas of real-world facilities, designed for interactive risk mitigation and emergency preparedness simulations.
- Produced proofs-of-concept that were instrumental in cultivating relationships with several large consumer technology corporations.
- Directly helped Simudyne to win contracts for additional project work.

Project: Ports of Puget Sound Disaster Recovery Exercise (10 months)
Simudyne USA (worked remotely from MA, USA)

- Co-directed the visual design of an emergency preparedness simulation and support seminar, developed for a maritime transportation community.

Project: Nigeria Small-Scale Exports Game (4 months)
Simudyne USA (worked remotely from MA, USA)

- Led the visual design, art, and animation of a 2.5D educational game that simulates rural Nigerian traders crossing into Niger.
- Managed communications between the client and our development team.

Project: U.S. Healthcare System Simulation (1 year, 9 months)
Simudyne USA (worked remotely from MA, USA)

- Designed the UX/UI of a U.S. healthcare simulation, built to engage stakeholders in discussions about improvement of the nation's healthcare system.
- Conducted tests on the functionality of the UX/UI and the fidelity of the underlying system dynamics models.

Project: Technologies for Retail Banking Experiences (10 months)
Simudyne USA (project based in Kuwait City, KW)

- Worked on-site with a national bank to provide consultation, procurement, and implementation of compelling new technologies for customer experiences.
- Led the visual design of web, mobile, and multi-touch applications.
- Partnered with an architect to create 3D design concepts for the client CEO and Board of Directors, which directly helped to secure a contract extension.

2014 Mar - 2014 Jun

Illustrator

Buffalo Hammer Games (worked remotely from MA, USA)

- Illustrated all components of "Cascade Barricade," a tabletop game accepted as an entrant to the Indie Game Showcase of the 2014 Boston Festival of Indie Games.

**WE'VE ALL GOTTA DO GOOD
(SO HERE'S WHAT I DO)**

2015 Aug, 2016 Aug

Counselor

Main IDEA (Worcester, MA, USA)

- Supervised a group of at-risk youth aged 8-12 residing in Worcester's Main South neighborhood, an area with the City's highest crime and poverty rates.
- Guided children to daily art and recreational activities, while providing mentorship and proper discipline, and fostered healthy attitudes in alignment with Main IDEA's mission.
- Directed and mentored a teenaged counselor-in-training.
- Strictly adhered to rules regarding child safety and staff conduct.