Daniel Monroe

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Portfolio

https://www.danielmonroe.design

Project Skills

Experience Design, Product Design, Product Strategy, End-to-end Design, UI Design, Information Architecture, Prototyping, User Interviews, Usability Testing, User Research, Observation

Software Skills

Sketch, Figma, Invision, Marvel, Photoshop, Illustrator, Adobe XD, HTML/CSS/JavaScript

Education

ITT Technical Institute

Bachelors of Applied Science - Digital Entertainment and Game Design

Certificates

User Experience Design
General Assembly

JavaScript Development
General Assembly

HTML & CSS Web Design
General Assembly

Experience

Lumedic / Product Designer (Contract)

Mar 2021 - Present • 6 mos

- Worked closely with a team of 8 people to redesign a new version of the Lumedic Connect app in a 4-month period
- Collaborated with other designers to expand the company's design system to incorporate a mobile experience
- Provided the engineering team with behavioral documentation, user flows, and design handoffs
- Worked closely with a UX researcher with 8 rounds of usability testing to identify pain points and provide the Product Owner with design recommendations

Big Fish Games / UX Designer

Feb 2016 - Sep 2020 • 4 yrs 8 mos

- Led the research, prototyping, usability testing, and design for internal platform tools
- Introduced features that reduced errors that impacted mobile game revenue by approximately 20%
- Collaborated with Product Managers, Engineers, and stakeholders to utilize a human centered design approach by gathering user feedback through interviews, card sorting exercises, and paper/digital prototypes
- Maintained relationships with internal stakeholders user needs by scheduling monthly meetings to discuss new initiatives their teams were undertaking
- Collaborated with UX Designers and Game Designers to find solutions based off pain points identified by the Research team

Big Fish Games / Associate Manager, Production Art

Jun 2012 - Feb 2016 • 3 yrs 9 mos

- Conducted the hiring and training for a team of 7 Production Artists
- Collaborated with Marketing to discuss, develop, and review design briefs
- Developed design documentation for current and future new hires

Big Fish Games / Production Artist

May 2011 - Jun 2012 • 1 yr 2 mos

- Generated a Photoshop action script that generated all the required mobile icon sizes needed for release
- Maintained relationships with the release coordinators to never miss an average of 10 deadlines per week
- Assisted in the expansion of 7 localized web portals

Big Fish Games / International Release Coordinator

Apr 2010 - May 2011 • 1 yr 2 mos

Big Fish Games / Game Tester

Mar 2009 - Mar 2010 • 1 yr 1 mo