



David K. Anderson

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Web site: <https://davidanderson.us>

Located in San Francisco, CA

Profile

Creative media professional with broad experience in all areas of web development, UX/UI and interaction design, graphics and editing. Particularly interested in projects involving narrative film, animation, web graphics, visualization, 3D, VR/AR and animation.

Portfolio: <https://davidanderson.us/>

Skills

- LAMP stack, HMTL/CCS/JS development; WordPress and PHP development
- Design: UX/UI, visual and interaction
- Mastery of Adobe CS Suite, particularly Photoshop, Illustrator, Premiere, After Effects
- Software development process: git, build and deploy tools, npm, SASS and LESS
- Linux server set up and maintenance, Google Analytics, GSuite manager
- Film and video: Scriptwriting, storyboarding, cinematography, editing
- 3D and VR/AR design with Unity, Blender, photogrammetry, Substance apps

Experience

FOUNDER, DIGITAL ARTS DESIGN LLC, SAN FRANCISCO, CA – MAY 2016-PRESENT

Founded design and development firm to create highly effective web sites for highly satisfied clients such as [Apex Medical Practice Management](#), [Zenmove](#), [Akash Systems](#). Also rapid prototyping of web application and sites. 3D modeling, rendering and storyboarding.

- WordPress and custom HTML/CSS/JS development
- Google Analytics for site performance
- Custom 3D production with Blender, Unreal Engine, photogrammetry, et al

SOFTWARE ENGINEER, PRACTICE FUSION, SAN FRANCISCO, CA – FEB 2013-APR 2016

I was a vital member of the UI development team that helped move Practice Fusion's web application to open standards.

- Defined my own role as developer and maintainer of app component library
- Developed and maintained CSS standards for entire app

- Key liaison between UX Design and Engineering
- WordPress developer for Practice Fusion corporate site

APPLICATION DESIGNER, 100PLUS, SAN FRANCISCO, CA – JAN 2012-FEB 2013

- Vital contributor to 100Plus's successful acquisition by PracticeFusion in 2013.
- Designer of mobile apps for iOS and Android utilizing data analytics and game mechanics

SENIOR USER EXPERIENCE DESIGNER/DEVELOPER, BLACKARROW – FEB 2010-JAN 2012

- UX and interaction design of advanced advertising web application
- Front end development utilizing YUI framework

VERSATILE PRODUCER AND USER EXPERIENCE DESIGNER, IGN ENTERTAINMENT– MAR 2005-FEB 2009

- Led highly successful redesign of IGN's entire web site
- Versatile producer responsible for IGN's User Pages (community site.)
- Designed and developed UI for blogs, game lists and integration with IGN Forum pages.

USER INTERFACE DESIGNER, MINERVA NETWORKS – JAN 2004-FEB 2005

- Interaction and visual design of consumer-oriented iTV Manager 2.0 software,
- General graphics production (Photoshop and Illustrator primarily)
- HTML coding, storyboarding and documentation

SENIOR DESIGNER, ZAPLET – SEP 1999-OCT 2001

- Media design and production to support corporate marketing
- Web design and maintenance, corporate video production and interactive presentations

Film and Video: <https://vimeo.com/user6367802>

Photography: <https://unsplash.com/@digitalartsmedia>

Professional Associations

VRARA (Virtual Reality/Augmented Reality Association)

Education

Auburn University, BA Journalism/PR

City College of San Francisco Cinema Studies (currently). GPA: 4.0