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UI DESIGNER / FRONT END DEVELOPER

ACTIVE QUESTS

current generation

REAGAN MARKETING + DESIGN
UI Designer/Front End Developer
4/2017–present

Front end web developer/designer responsible for interpreting written plan or client-approved design sketches of a few sample pages into a full website; evolving design to accommodate flow/journey and creating UI/UX throughout with consistency and clarity. Typical projects are team collaborations, with goals per individual. Position puts emphasis on anticipating client needs and providing quick, creative solutions with the end-user in mind.

OUT OF THEIR MINDS DESIGN
UI Designer/Front End Developer,
Creative Director, Owner
7/2002–present

Freelance company focusing primarily on UI/UX for websites, 3D motion graphics (storyboarding, modeling and animating,) and corporate identities. Managed all aspects of owning a design business: running client-facing meetings, creating and adhering to schedule, production, naming conventions, back-ups, securing client information as well as basic SEO and coding best practices.

SKILLS

hope you like dad puns

- **Adept at learning new technology, apps, pipelines and processes.**
- **Agile in team brainstorms – natural problem solver, great at taking ideas to next level.**
- **Technologically fluent, excellent at teaching others – writing tutorials/documentation/creative.**
- **Talented artist for concept/flow.**
- **Studied kanban methodology.**

COMPLETED QUESTS

backwards compatible

GEETA GAMES
UI/UX, Technical Artist
9/2012–12/2013

Lilly Looking Through is an animated 2D adventure game. Responsibilities included UI/UX, programming, level assembly and cinematography, all particle effects, and prop animation. Agile environment working with remote programmer. Successfully funded on Kickstarter and shipped. Full boxed edition was produced for Germany, and Lilly was adopted as part of the Valve Greenlight program; available on Steam, Mac App Store, GOG.com and as part of a Humble Bundle.

EDGE ENTERPRISES INC
UI/UX, Developer, Illustrator, Writer
9/2002–10/2008, 10/2009–12/2014

Built audio-clip driven presentation system with ActionScript; featuring a passcode-based progress system, UI/UX, a memory game, a dynamically-generated punctuation game, and more. Wrote and illustrated a plot for four presentations wherein the player takes on the role of a stranded space pilot who must work with a damaged AI that will only send a grammatically-correct distress signal.

PROFICIENCIES

it's a unix system, I know this

- 🎨 **Highly Proficient:** Photoshop, Animate, Illustrator, Most Adobe Creative Suite, Procreate, Sketch, AfterEffects
- 🕒 **Experienced:** XD, Maya, Unity
- 👤 **Familiar:** Blender, SketchUp, additional drawing/design apps
- </> **Code:** HTML 5.0, CSS, JavaScript, PHP, AS 3.0, jQuery; understanding of coding principles

Achievements Unlocked

LILLY LOOKING THROUGH



Best Adventure/Role Playing Game and Best Art Design
Intel Level-Up
Game Demo Contest

Press Coverage
Polygon, GeekDad,
Indie Game Magazine,
Rock Paper Shotgun

I'M DIFFERENT



Best Turret Story
Valve Software Portal 2
Music Video Contest

A cancelled marketing attempt to reposition turrets as unlikely party favors results in a unique turret on patrol. Modeled, rigged, and animated in Maya and assembled in AfterEffects in a three week sprint.

SIDEQUESTS

interests = not a surprise

- 🎮 Video Games
- 🎲 Board Games
- 🎨 Animation
- ✂️ Illustration
- 🎲 TTRPGs
- 🌮 Taco Night
- 🚀 Sci-Fi

BACKGROUND

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Bachelor of Fine Arts
Graphic Design
Western Michigan University