

Online portfolio: www.davidthany.com

**Digital Skills:**  
Photoshop - Illustrator - 3ds Max -  Premiere - After Effects - Web Design - Dreamweaver – HTML5 - CSS  - JavaScript – JQuery – AngularJS – Bootstrap.  
  
**Traditional Skills:**  
Illustration - Storyboarding - Conceptual Design - Markers - Gouache - Acrylic - Oils  
  
**Experience:**

*Microsoft MLS.*  
*August 2015 - Current*  
UI/UX Designer - Front-end App development with Javascript, AngularJS, jQuery HTML and CSS.

*Plexipixel*  
*April 01, 2014 - August 1st, 2014*  
Illustrator  - Create clothing for Avatar system on Pokemon.com. Photoshop sketches and renders in Adobe Illustrator.

*Valve Corporation*  
*July 01, 2013 - July 19, 2013*  
Production/Concept Artist  - Create trading cards, badge, emoticons and backgrounds for big title games.  
  
*Microsoft Game Studios,*  
*October 2012 - April 2013*  
Graphic Designer  - with Central Media Art Team at Microsoft Games Studios. Doing concept sketches, illustrations, logos, icons, UI etc.  
  
*Microsoft Game Studios,*  
*September 2011 - June 2012*  
Product Designer - with Central Media Art Team at Microsoft Games Studios. Doing concept sketches, illustrations, logos, icons, UI etc.  
  
*Microsoft XNA App/Hub ,*  
*June 2010 – May 2011*  
Product Designer - Graphics work for XNA Creators Club Online and Educational Content.  
  
*Lakewood Child and Family Counceling,*  
*September 20, 2009*  
Web Design - Create Website from start to finish: Dreamveaver, HTML, CSS, Photoshop  
  
*John Jaunese,*  
*March 08, 2009*  
Illustrator/Graphic Designer - Illustrations and design for book content and cover: Secret to Speed, freelance work.  
  
*Black Lantern Studios,*  
*November 24, 2008 – December 18, 2008*  
Concept Artist – Character concept for Disney game (Nintendo DS), titled: The Wizards of Waverly Place, freelance work.  
  
*Pure Networks/Cisco,*  
*July 07, 2008 – September 16, 2008*  
Graphic Designer – Designed new theme for Network Magic 5.0 , Created Icons.  
  
*Gamgo Games,*  
*January 01, 2008 – November 04, 2008*  
Scene/Background Artist – PC game, titled: The Serpent of Isis, freelance work.  
  
*Jain Foundation Inc,*  
*February 29, 2008 – March 24, 2008*  
Illustration, freelance work.  
  
*Interactive Space & Design,*  
*Feb 2008 - June 2008*  
Web design, Widget design, and Logo design for Microsoft and various other companies, freelance work.  
  
*T.C. Mulvihill,*  
*September 2007 - October 2007*  
Book Cover Illustration, titled: “Killed by a Passing Snowflake”, Published March, 2008, freelance work.  
  
*Resources Online,*  
*August 2007 - September 14, 2007*  
Heat map and Icon illustrations/design for Microsoft, freelance work.  
  
*Big Fish Games,*  
*March 15, 2007 - July 11, 2007*  
Background Artist for PC game, “Madame Fate” – released 2007, freelance work.  
  
*Jim Larkin,*  
*May 17, 2007 - May 23, 2007*  
Icon designs for Resources Online, freelance work.

*Personify Design  
August 22, 2005 - July 21, 2007*  
Digital Media Artist – graphic and illustrations, design and layout for the web, for companies such as Microsoft and Pro Sports Club.  
  
*Tarnished Heart Films,  
August 2004*  
Conceptual sketches/digitally painted the official movie poster for the independent film "Dawn of Twilight" - released 2004, freelance work.  
  
*The Art Institute of Seattle Animation Club,  
April 2003  -  June 2003*  
In-between Artist for 2D animated short titled "Butterfly."  
  
*FanPros.net,  
July 2002*  
Logo/Branding to be placed on company vehicles, freelance work  
  
Education:  
The Art Institute of Seattle, Seattle WA  
Graduated: September 16th 2005 Associates of Applied Arts Degree in Animation Art and Design.