

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.