
Portfolio at www.davidthany.com

**Skills:**
Photoshop - Illustrator - 3ds Max -  Premiere - After Effects - Web Design - Dreamweaver – HTML - CSS  - Illustration - Storyboarding - Conceptual Design - Markers - Gouache - Acrylic - Oils

**Experience:**

*Digimo Games*
*August 2016 - Current*
Production Artist - Responsible for visual assets used for concepts, mocks, promotions web and email.

*Microsoft*
*August 2015 - May 2016*
UI/UX Designer - Responsible for designing the look and feel of internal apps used by different groups within Microsoft.

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

*Valve Corporation*
*July 01, 2013 - July 19, 2013*
Production/Concept Artist  - Created trading cards, badge, emoticons and backgrounds for Hotline Miami, Skyrim and Half-Life.

*Microsoft Game Studios,*
*October 2012 - April 2013*
Production Artist - Responsible for visual assets used for concepts, mocks, promotions web and email.Graphic Designer  - Did concept sketches, illustrations, logos, icons, UI and promotional materials for Gears of War: Judgment, Xbox Fitness, Kinect Nat Geo TV Season 2, D4: Dark Dreams Don’t Die, World Series of Poker: Full House Pro, Monsters Love Candy, Karaoke and more.

*Microsoft Game Studios,*
*September 2011 - June 2012*
Product Designer - Did concept sketches, illustrations, logos, icons, UI and promotional materials for Kinect Nat Geo TV Season 1, Crimson Dragon, Star Wars Kinect and more.

*Microsoft XNA App/Hub ,*

*June 2010 – May 2011*
Product Designer - Created all art/visual assets for game design tutorials for windows phone 7’s indie games development and XNA Creators Club Online Educational Content.

*Gamgo Games,*
*January 01, 2008 – November 04, 2008*
Scene/Background Artist – Created game scenes for PC game, titled: The Serpent of Isis, freelance work.

*Interactive Space & Design,*
*Feb 2008 - June 2008*
Created Web design, Widget design, and Logo designs for Microsoft and various other companies, 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.

Education:
The Art Institute of Seattle, Seattle WA
Graduated: September 16th 2005 Associates of Applied Arts Degree in Animation Art and Design.