

# Danny Blackstock

ux designer + front-end developer

---

## CONTACT

www.dannyblackstock.com  
dannyblackstock@gmail.com  
+1 604 505 6414

## EXPERIENCE

### UX Designer / Developer @ IBM (via Myriad Media)

2017–Present · IBM Center for Advanced Learning

Designed and developed web sites, user interfaces, and data visualizations for IBM's internal learning objectives. Websites were used and shared by senior level executives within IBM. Edited videos and created a motion graphic that was featured on the global IBM homepage (visible by over 380,000 employees).

### Front-End Developer @ Visier Inc.

2016–2017 · Human resources (HR) analytics software

Used HTML, LESS, Angular 2, and agile methodology to implement improvements to the user experience and visual design of Visier's HR analytics latest product, Talent Acquisition Analytics, while working closely with the product design team.

### User Experience (UX) Designer Co-op @ Visier Inc.

2015 · HR analytics software

Designed user interface wireframes, specifications, prototypes, and visual design elements for Visier's Workforce Planning web app. Helped my team implement the designs and visual improvements into the application using HTML and LESS, which had several high-profile customers, and was presented live at HR Tech conference to around 3000 HR experts.

### UX Designer / Developer Co-op @ Evident Point Software

2013 · E-book and publishing software

Designed user interfaces for Active Textbook, an interactive e-book web application with thousands of users, as well as Android, iOS, and Windows versions of the app. Produced and implemented designs and assets into the applications using HTML, CSS, and SASS. Communicated directly with customers to effectively fulfill their needs and requirements.

## COMMUNITY INVOLVEMENT

### Mentor @ The HTML 500

2017 · Coding crash course

Answered questions and taught people who were new to coding how to build their first HTML and CSS landing page.

## PROFILE

I am a recent graduate of Simon Fraser University's School of Interactive Art & Technology.

I enjoy learning how people's everyday experiences can be improved through design and technology, and I have a strong interest in interaction design, web development, and videography.

## SKILLS

HTML	Git, Mercurial
CSS, SASS, LESS	Adobe CC
JavaScript	Sketch

## EDUCATION

### Simon Fraser University (SFU)

2011–2017

BSc, Interactive Arts & Technology

## AWARDS

### Giant Bicycles Dream Intern Contest Winner 2015

Won the chance to film and ride with the Giant Off-Road Team, by demonstrating the most creative filming and editing skills in a biking video.

### President's Honour Roll

Spring 2017, Spring 2014

Achieved a term GPA of 4.0 or above while enrolled in at least 12 units of classes.

### Seattle Design Charette

Fall 2012

Part of the winning team of a three day spatial design competition.

I ALSO LOVE epic hiking adventures, soccer, cars, playing drums, indie (eg. The Strokes, Foals, Tokyo Police Club).