

DAVID J. DAVIS

GRAPHIC DESIGNER, WEB DEVELOPER, & EDUCATOR

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PROFILE & GOALS

Graphic design, interaction developer, and technology lover my entire life. I have experience in commercial and experimental designs in artistic and technological projects. My projects range from print, web, motion, interaction, and 3d. A wider array has given me valuable skills as a designer and educator. I am seeking employment at a dynamic organization with the ability to use my creative skills to educate others about the technology as well as provide solid advice based on my research and experience.

ACADEMIC EXPERIENCE

ADJUNCT FACULTY

- Pierpont Community & Technical College
- Fairmont State University

August 2010 - August 2013
August 2013 - Present

Facilitate meaningful learning of the course competencies in the curriculum and proactively supports all facets of the learning environment. Provide education through learning-centered instruction that will enable graduates to fulfill the evolving needs of the marketplace, and show competency both verbally and written. Demonstrate a strong knowledge of Graphic Design software, graphic theory, and various presentation methods.

COURSES TAUGHT

GRAPHICS COMMUNICATIONS PROCESSES

An introduction to and a survey of the discipline of graphics design and technology. The topics include a survey of the graphics industry, the knowledge base and history of graphic design, and an examination of graphics technologies and careers as well as an overview of available resources for study and research in computer graphics.

COMPUTER APPLICATIONS TO GRAPHICS

An Introduction to the Apple Computer and Operating System, containing a thorough coverage of computer fundamentals with introduction to industry standard graphic software.

ELECTRONIC ART

Introduction to computer illustration and vector drawing programs on the computer. Students will learn how to use the tools to create a digital artwork that can be used in web design, print media, and digital screen design.

INTRODUCTION TO 3D MODELING

An introductory course focused primarily on the creation of three-dimensional forms, ranging from sculptural to architectural, and using digital tools. This class with introduces technical terms for working in 3d software as well as some uses for the technology.

MOTION DESIGN

This course provides a background to working with elements of motion design such as storyboarding, movement, animation, timing, while keeping in mind the importance of each visual element. A focus on usable skills and software related to this industry while developing a typical workflow.

TEACHING PHILOSOPHY

To be a good teacher you have to open a students mind to new ways of learning. Build a foundation and framework for further exploration while providing an open mind for critical thinking and exploration. Expanding and exploring the topic to the degree that the student now has the ability to thrive from an occupational standpoint. My role as a teacher is pass on my knowledge, facilitate multiple resources for students to go above and beyond, provide career relatable information, and continue to learn and be flexible as the course grows. Technology is growing and constantly changing. Teaching students how to adapt with the technology and use it to their advantage.

EDUCATION

Savannah College of Art and Design - 2015

MFA - Interactive Design and Video Game Programming

Concentration in game art and design and interactive media forms such as Web design, User Interface design, Application design and Screen-based productions as well as presentations in physical spaces. Research and testing on how humans interact with interfaces and the effects of a 3d environment.

Fairmont State University - 2010

BS - Graphics Technology

A concentration in design theory and proficiency in computer and multimedia technologies. Gives a base for various jobs such as web design, print design, and motion graphics.

Fairmont State University - 2010

Pierpont Community & Technical College - 2010

AS - Graphics Technology

A brief overview of the multimedia technologies used in Graphic Design. Gives a base for various jobs such as web design, print design, and motion graphics.

EMPLOYMENT BACKGROUND

West Virginia University: Eberly College of Arts and Sciences

Professional Technologist Level II: October 2012 - Present

Oversee the development and implementation of the website design and development for the Eberly College. Creative designer for web, integrated marketing projects, and print pieces. They will provide daily support to official College websites, assist in developing new applications, and manage and create new databases for web applications.

Morgantown Printing and Binding

Wideformat Manager: June 2010 - October 2011

Assist in the art direction of projects as well as the creation, development, and execution of designs for print, and production. Exercise creative skills and knowledge of design principles and software to plan, analyze, and communicate original idea, layouts in a creative and visually engaging. Customer service skills established and maintained effective working relationships with other employees, officials, and all members of the general public. Cost estimation for print jobs from price sheets those include setup, labor and materials. Operation and maintenance of Printing Equipment was critical.

Clarksburg Blueprint Company

Lead Designer: May 2009 - July 2010

Responsible for designing and implementing print layout and design projects. Projects include document design, branding design and graphic design. Originating concepts and designs across a variety of media while supporting brand and business objectives. Work on both small and large scale projects and understands the design issues and objectives of a project. Cost estimation for print jobs from price sheets that include setup, labor and materials. Operation and maintenance of Printing Equipment.

TECHNOLOGY SKILLS

Languages: PHP, JavaScript, ActionScript, Processing, HTML/CSS, JQuery, SASS, LESS, OOP

Software: mySQL, Flash, Photoshop, Illustrator, InDesign/Digital Publishing Suite for mobile, Dreamweaver, 3ds Max, 3d Maya, Mudbox, Motion Builder, Autocad, Codekit, VMware, AppTana, Unreal Game Engine, Unity Game Engine

Conceptual: Object Oriented Programming, Wireframing, Database Structure, Human Centered Design, Scripting for Web Interactivity, Useability Testing, Accessibility, and App Performance.

AWARDS

Graphic Design Student of the Year Fairmont State University: 2010

Newspaper Advertising Design of the Year: CBC Ad 2009