

I'm Dan

I love taking a fuzzy abstract concept and solidifying it into something real and marketable. I have a unique combination of experience in hardware design, UX, audio/video, and graphic design that has allowed me to take a product from concept to creation and also create a compelling brand around it with supporting collateral.

I led the design at Graypants, an architectural lighting design studio in Seattle Washington, and designed Wick: their first entry into the consumer portables market over the course of three years. Since its release the light has been featured in Dezeen, and Design Milk. We also received a thank you letter from Jony Ive. In addition to physical product design I have worked with Xbox and TEAGUE on UX work, small game studios on interactive visual content, and started my own multimedia LLC with content placements in ads by Sony and Carl's Jr.

Pedestrian Tactics LLC
2007 - Present

Xbox
3 - 6/2020 contract

Graypants
4/2017 - 3/2020

TEAGUE
6 - 9/2015

Imbue LLC
12/2015 - 3/2017

V2Works
8/2011 - 3/2012

Enter The Studio
2 - 5/2011

Western Washington University
B.S. Industrial Design 2016

Shoreline Community College
A.A.S. Graphic Design 2012

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