
01. **I want to find a job that I love. Things that I already love: print, visual, and interaction design.**

02. **Daniel Kuo Consulting** 04/10 - present

In the spring of 2010 I began independently consulting with clients both large and small—from a startup looking for their initial funding, to a large multi-national corporation looking to redefine their next generation of products. I have contributed to design strategy, generated interaction wireframes, and delivered detailed visual interfaces.

Cooper 01/05 - 03/10

As a Senior Design Consultant, I developed visual strategies for our clients' products and executed on them to create persona-based, user-centered interfaces. Working as an integral part of the interaction design team, I saw the design through from start to finish; beginning with user research and ending with detailed pixel specifications in a visual style guide.

Adspace Networks Inc. 04/03 - 12/04

In my role as Motion Graphics Designer I designed and produced broadcast-quality content for the CoolSign media system—a network of high definition plasma screens placed in theatres, retail locations, and other venues. In addition my visual design responsibilities, I also served as the primary user testing resource for the development of proprietary content creation software.

Nanz Inc. 12/01 - 10/02

As the Lead Designer I was responsible for creating all of Nanz's advertising, marketing, and catalog materials, as well as overseeing website development. This role involved extensive studio photography, which has been featured in publications such as *Bergdorf Goodman* and *World of Interiors*.

Gensler NY - Studio 585 summer 2000

Gensler was recognized in 2000 as AIA Firm of the Year. As an Intern I worked on signage and environmental graphics projects for *Studio 585*, their corporate and retail graphics department.

03. My core strength and background is in visual design & branding, with expertise working in a hybrid visual-interaction role.

I have lead interface design and branding efforts over a wide range of digital products across several domains, including: mobile, medical, financial, enterprise, and consumer products. My print experience includes magazine ads, environmental graphics, and book design.

I am comfortable and experienced in managing clients, leading teams, supporting development, and mentoring junior staff. I have teaching experience in a university environment.

I have trained as a photographer, and I have worked with small, medium, and large formats, in both film and digital systems.

04. Carnegie Mellon University / School of Design
Pittsburgh, Pennsylvania
Class of 2001
BFA Communication Design, minor in Photography

Stuyvesant High School
New York, New York
Class of 1997