Daniel Langston

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Summary

Creative production artist, graphic designer, and web developer with 5 years of experience. Background working with marketers, manufacturers, and content creators to achieve their outcomes and improve workflow. Has a deep interest and experience in emerging technologies.

Education

2022 Google UX Design, Professional Certificate, Google

2021 Full Stack Web and Mobile Development Certificate, Nucamp Coding Bootcamp

2018 Bachelors of Fine Arts in Printmaking & Book Arts, Maryland Institute College of Art, Baltimore MD

Professional Experience

2022 - Freelance Graphic Designer, PROPS, New York, NY

- •Works with project managers, copywriters, and creators to develop digital campaigns.
- •Independently designs assets, motion graphics, and social posts within brand guidelines.
- •Manages digital production of graphics through templates and light automation.

2019 - Designer, MolePrints, Lumberton, NJ

- •Identifies key trends to develop products and create elevated design packages for branding & marketing.
- •Corresponds with clients and customers to determine projects, scope of work, time frames, and status.
- •Creates digital assets and guidelines and organizes manufacturing with external vendors.

2019 - 21 Lead Graphic Designer / Production Manager, Denial Print Co., Folsom PA

- •Led the design team in projects for clients including both digital and printed collateral.
- •Introduced actions and automation into the workspace in order to increase accuracy and productivity.
- •Constructed a new website built on WordPress. Created all digital assets and written content.
- •Incorporated digital design tools, and tools that improved the productivity of the sales department.
- •Managed the digital printing department in project queues, quality control, and digital product finishing.

2018 Intern, Applied Image LLC, Freehold NJ

- •Worked within the design team to produce large format and environmental graphics.
- •Produced artwork for murals under the supervision of the graphic design team.

2016 - 18 Studio Supervisor, MICA, Baltimore MD

- •Managed the digital printing studio and 3 team members at the Printmaking Department facilities.
- •Established the foundation of the department's risograph press, and organized workshops & events.
- Educated students on fine art digital printing, screen printing, and best studio practices.
- •Acted as a consultant in digital printing processes for visiting artists and the student body.

Software & Tools

Adobe Suite: Illustrator, Photoshop, Fresco, After Effects, XD, Premiere, InDesign, Audition, Medium, Spark, Figma, Canva, Spark AR, Rhinoceros, Google Analytics, HTML, CSS/SCSS/Sass, Javascript, React, Redux, Git, Github, Google Suite

Skills

Proven ability to work both independently and in teams.

Offers dynamic creative solutions to user engagement and perspective.

Recognized ability to give meaningful and constructive feedback to teams and projects.

Demonstrated adaptability when tackling new technologies and trends.

Invested in learning and expanding skill sets.