



# Dan Tilden

UX Designer/Developer

## Contact

dan.tilden@gmail.com

## Portfolio

dantilden.com

## Professional Experience

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### UX Designer | **Sicom Systems**

JAN 2012 – PRESENT

As the sole designer at Sicom, I collaborate with cross-functional teams to provide designs for multiple products, distilling broad design problems into intuitive and pleasant solutions.

#### Drive-Thru Director

- Created video-game inspired visual assets, from early-stage wireframes to pixel-perfect mockups, including a functional motion prototype built in HTML and CSS
- Currently deployed at **over 7,000** locations of a major QSR chain
- After deployment, cut average service times in **half**

#### Employee App for Android and iOS

- Designed to facilitate shift trading and schedule dissemination
- Created scenarios, interaction flows, and pixel-perfect mockups, collaborating with engineering team during both design and implementation to provide needed visual assets

#### SEMS 4.0 Restaurant Management System Redesign

- Delivered over 350 pages of wireframes depicting a reimagined version of SEMS, a SaaS web app used at over 8,000 restaurants
- Designed a clean and minimal visual language for entire product

## Academic

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### Master's Thesis

#### Design and Evaluation of a Web-Based Programming Tool to Improve the Introductory Computer Science Experience

- Worked with a team to develop and evaluate Pythy, an online IDE for introductory programming classes
- Published in SIGCSE, the leading CS education conference

## Education

### Virginia Tech, GPA 3.81

- M.S. in Computer Science, May 2013, certificate in HCI

### The College of New Jersey

- B.S. in Computer Science, May 2009

## Skills

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### UI Design

Wireframing, pixel-perfect interface mockups, visual design, animation

### UX Design

User flows, scenario-based design, interaction design

### Tools & Prototyping

Adobe Illustrator, Photoshop, Sketch, HTML, CSS, SASS, JavaScript, JQuery, ExtJS, C#

### Research

Questionnaire design, statistical data analysis

## Side Projects

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### JGA: Crossroads of Destiny

- Designed and built a complete indie game for Android and desktop
- Visual assets created using Adobe Photoshop

### Smartwatch Face: TimeStyle

- One of the most popular Pebble faces ever made, with over **160,000 installs**
- Layout designed in Sketch

### Sencha ExtJS Theme Contest Winning Theme

- Entry selected for first place, winning a **\$2,500 prize**

### Nonprofit Website: On Our Own

- Worked with a team of 5 to design and build at hackathon