

Luis DaSilva

Digital Media Specialist

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◆ Work

F5

Marketing Events Specialist (2023 - Present)

- ◆ Design and edit video content, primarily for F5 and NGINX product lines. Create social media videos, product demos, and marketing materials. Design and manage digital signage in Briefing Center.

Independent Work

Web Games (2021 - Present)

- ◆ Developed several games for the web, playable on PC and mobile. Roles included visual design, coding, UX/UI, and game design. Created in both solo and team-oriented environments. Titles include Maestro Nav (2021), Roxy's Windows (2022), Tidying Up (2023), and Homecoming (2023). Provided post-launch support and updates.

Google Apps: Open Source Add-Ons (2018 - Present)

- ◆ Designed and coded open source add-ons for Google Workspace, including Sheets, Photos, and Docs. Used Javascript / Google Apps Script and Python.

◆ Education

Google / Coursera

Google UX Design Certificate

- ◆ Conducted user research
- ◆ Wireframed, prototyped, and designed apps for mobile and desktop using Adobe XD and Figma
- ◆ Completed case studies, compiling results and findings in portfolio

Vermont State University

BFA - Animation & Illustration in Game Design

- ◆ Learned and practiced visual art and design principles
- ◆ Used industry-standard software such as Photoshop, Illustrate, Animate, After Effects, XD, and Figma
- ◆ Learned scripting, including Python, C#, and Javascript

Summary

I'm a designer with a love for iterating, ideating, and interaction. This passion draws from my experience in coding and visual art, and lends me the ability to approach problem solving from creative and technical viewpoints.

Skills

Examples of the following can be seen in my [portfolio](#) and on [Github](#).

Design

Layout, wireframing, visual asset creation, prototyping

Video

Editing, motion graphics, .mogrt templates

Software

Photoshop, Illustrator, Animate, After Effects, Premiere, XD, Figma, Sketch, Unity, Godot

Scripting

Google Apps Script / Javascript, After Effects Expressions, Python, C#