

Luis DaSilva

Digital Media Specialist

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◆ Work

Freelance Design - Highlights 2018 - Present

Roxy's Windows

- ◆ Coded mobile & PC game released in 2022. Used C#, HTML, and CSS in Unity to publish to WebGL platform. Supported with post-launch content.

Tidying Up

- ◆ Coded and co-designed mobile & PC game released in 2023. Created with Ruffle and ActionScript.

Google Apps: Open Source Add-Ons

- ◆ Designed and coded open source add-ons for Google Workspace from 2018 to the present. Used Javascript / Google Apps Script and Python.

Robert Half July 2018 - Present

Contract Roles

- ◆ Projects with clients in the Seattle area, such as Convoy, VMWare, Treehouse, Symetra, and F5. Work has included UX Design, coding, data entry, and financial operations.

◆ Education

Google / Coursera Mar. 2021 - Nov. 2021

Google UX Design Certificate

- ◆ Conducted user research
- ◆ Wireframed, prototyped, and designed apps for mobile and desktop using Adobe XD and Figma
- ◆ Completed 3 case studies, compiling results and findings, available in portfolio

Vermont State University Aug. 2014 - May 2018

BFA - Animation & Illustration, conc. Game Design

- ◆ Learned and practiced visual art and design principles
- ◆ Used industry-standard software, like Maya, Unity, and the Adobe Creative Suite
- ◆ 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 my [Github](#).

Design

Layout, wireframing, visual asset creation, prototyping

Video

Editing, motion graphics, .mogrt templates

Software

Photoshop, Illustrator, Animate, XD, Figma, Sketch, Unity, Godot

Scripting

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