



# excited by the unfamiliar and driven by design.

I am an energetic, passionate and driven design professional. Interested in all things creative. With a background in product design and experience with user centric design I believe there is much to be learnt from understanding the different visual languages and mediums in which people choose to express themselves.

In today's highly connected societies there's a lot of white noise and I'm determined to be a part of that evolving process that sees design play an important role in ensuring a coherent and concise conversation can be heard.

As I've matured as a designer I've identified that my naturally friendly, inquisitive and highly empathic nature mixed with a passion for creative problem solving and frequent joke telling, makes UX the design discipline I feel I was destined for.

## DANIEL CONDON

Product / UX Designer & Funny Guy

+61 439 550 964

daniel.anthony.condon@gmail.com

au.linkedin.com/in/DanielAnthonyCondon

### Skills

#### Professional

- Creativity
- Ideation
- Concept Development
- User Centric Design
- Presentation
- Story Boarding
- Wireframing
- Prototyping
- Qualitative Research
- Persona Development

#### Personal

- People Skills
- Communications
- Empathy
- Sometimes Funny
- Always Interesting
- Spotify Playlists

### Tools

#### Expert Knowledge

- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign
- Vectorworks
- Cinema 4D
- InVision

#### Advanced Knowledge

- Adobe After Effects
- Adobe Premier Pro
- Microsoft PowerPoint
- Microsoft Excel
- Microsoft Word
- Balsamiq

#### Basic Knowledge

- HTML 5
- CSS
- JavaScript
- Sketch

### Achievements

#### Professional

- -
- -
- -

#### Personal

- -
- -
- -



### Education

#### 2015 **UX INDUSTRY MENTOR PROGRAM**

2015 - CURRENT  
Tractor Design School Sydney

#### 2013 **DIPLOMA INTERIOR DESIGN**

2012 - 2013  
The Interior Design Institute (Online)

#### 2010 **BA PRODUCT DESIGN (HONOURS)**

Majoring in Interactive Industrial Graphics  
2005 - 2010  
University of Western Sydney



### Experience

#### **NOW SENIOR DESIGNER / DIGITAL DESIGNER / UX**

2013 - CURRENT  
Van Den Berg Design Team

##### Roles

- Senior Exhibition Designer
- Graphic Designer
- Digital Design
- Virtual Reality
- Augmented Reality
- Project Management
- Account Management
- Client Presentations

##### Experience

- Flourished as a creative professional.
- Promoted to senior exhibition designer.
- Additional business, communication and people skills were acknowledged by having significant roles in the company's presentations, tendering and sales process.
- Key involvement in refocusing company's business model away from exhibition design and into the digital space.
- Put in charge of developing the company's new image and digital brand identity.
- Was made the lead creative and managed the new digital department in charge of designing mobile apps and experiences for our latest Virtual Reality and Augmented Reality creative service offerings.

#### **NOW FREELANCE DESIGNER**

2011 - CURRENT  
DesignOrgy

##### Roles

- Graphic Design
- Web Design
- Ux/UI Design
- App Design
- Brand Identity
- Business Admin

##### Experience

- Started my own freelance design company and successfully managed all aspects of running a part time business.
- Managed multiple freelance projects in my spare time whilst also being fully committed to a full time job.
- Generated new business from a diverse range of clients & companies.
- Worked on a broad range of design based projects.
- Was involved with multiple start-up companies for a range of services from UX design to product ideation.

#### **2013 EXHIBITION DESIGNER / ACCOUNT MANAGER**

2010 - 2013  
Nimlok Australia

##### Roles

- Exhibition Designer
- Graphic Designer
- Managing the production/construction of designs
- Managing clients/presentations as Account Manger
- Managing/Training Junior Designers

##### Experience

- Won a number of best custom stand design awards.
- Communication and client relation skills acknowledged by being made Junior Account manager after first year.
- Consistently meet incredibly tight turnarounds on projects.
- Managed multiple ongoing projects at once.
- Ended up as most senior designer in charge of managing/training junior designers.
- Spearheaded a number of new initiatives towards improving company productivity and culture.

#### **2009 2IC CUSTOMER SERVICE MANAGER**

2003 - 2009  
Coles Supermarket



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