Dan Tilden
UX Designer

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Contact | **Portfolio**

dan.tilden@gmail.com | dantilden.com

Professional Experience

💻 Design Technologist | Indeed
MAY 2018 - PRESENT

At Indeed, I work with design, product, QA, and engineers on a variety of projects used by millions of job seekers worldwide, from mockups for new features to implementing and evaluating A/B tests

Project: Indeed Messages Spam Folder & Reporting

- Created designs for a new spam reporting feature, including new visual treatments and flows for spam message handling; an estimated 5% of users (~6.8mil) will use this workflow
- Worked with engineers, product, and QA to create detailed spec, including i18n, redlines, and documentation for edge cases

Project: WCAG 2.1 Compliance for Indeed Messages

- Worked with engineering, QA, and product to determine solutions for key accessibility issues to meet WCAG 2.1 compliance deadlines
- Resulted in 89% of known issues fixed within deadline

Project: Indeed Taxonomy Tool

- Worked with an international team to redesign Indeed's internal taxonomy tool, interviewing users to determine pain points
- User quote:"I'm liking it so far. Browsing all countries then using the flag/country filter is a useful combination"

🍔 UX Designer | Sicom Systems
JUN 2013 - APR 2018

As the sole designer at Sicom, I designed multiple products deployed at more than 10,000 fast food restaurants worldwide

Example Project: Drive-Thru Director

- Designed a real-time monitor for restaurant drive-thrus, using video-game inspired visual assets, including gamification features
- After deployment at every Burger King location in the United States, franchisees observed a ~50% reduction in vehicle wait times

📚 Lecturer | Sonoma State University
AUG 2017 – DEC 2017

- Taught an introductory college computer science class on C++

🎓 Education

Virginia Tech
MAY 2013

- Master of Science in Computer Science (GPA 3.81)
- Certificate in Human-Computer Interaction

The College of New Jersey
MAY 2009

- Bachelor of Science in Computer Science

Skills

🎨 UX Design

Wireframes, mockups, visual design, user flows, interaction design, redlines

📐 Design Tools

Figma, Sketch, Adobe Creative Cloud, Photoshop, Illustrator, Lightroom, Inkscape

🛠️ Prototyping Tools

Git, Typescript, React, Node, HTML, CSS, Javascript, Markdown

📊 Research & Testing

Questionnaire design, statistical data analysis, A/B testing, user interviews, user studies

Side Projects

🎮 JGA: Crossroads of Destiny

- Directed, wrote, and produced video game
- Included original pixel artwork and soundtrack

⌚ Smartwatch Face: TimeStyle

- Among the most popular Pebble™ faces ever made, with over 200,000 installs
- Supported 36 languages, the most of any Pebble face

🥇 Sencha ExtJS Theme Contest

- Wrote a theme using CSS & JS for a web app framework
- Entry selected for first place, winning a $2,500 prize

🌎 Nonprofit Site: On Our Own

- Created for the Make a Mark hackathon with a team of 5