

CURRICULUM VITAE

ldaniel.eu

PERSONAL

name L Daniel Swakman
date of birth 6 October 1986
place of birth Amsterdam, NL
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WORK

2017-current

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Independent 'full stack' designer — UX, UI, visual, interaction, frontend; working w startups/private clients/agencies

2015-current

Muht (co-founder)

Non-profit platform for urban improvement — design, product & business development

2014-2017

Paraşüt

Pre-accounting for SME's web application — web & mobile designer, UI/UX design, front-end (html/css)

2012-2016

Oefenweb.nl

E-learning gaming applications — lead designer, UI/UX design, front-end (html/css), gamification

2008-2016

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Freelance graphic & web designer — branding & identity, front-end design, visualisations

2011-2012

Güller Güller architecture urbanism

Architecture & urban design

2007-2011

Delft University of Technology

Student assistant education, tutoring & book research

2007

Paul de Ruiter Architects

Architectural design internship

EDUCATION

2015

Graphic Design Summer School

Central Saint Martin's -University of the Arts London

2014

Gamification Certificate

Online course by University of Pennsylvania

2007-2011

Dual Master's Degree in Architecture and Urbanism

Faculty of Architecture, TU Delft — graduation project 'I solemnly pledge to public space'

2008

Study Abroad - Architecture

South Bank University, London, UK

2004-2007

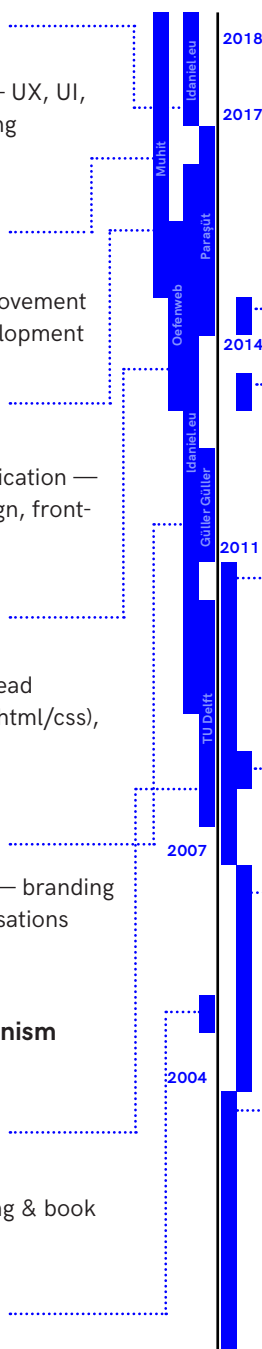
Bachelor's Degree

Faculty of Architecture, TU Delft

1998-2004

VWO diploma (gymnasium)

Vossius Gymnasium, Amsterdam



LANGUAGES

English

fluent

Dutch

fluent, native

Turkish

good

French

good

German

acceptable

SKILLS

graphic

Adobe Photoshop, Indesign, Illustrator, Premiere, Fireworks, Balsamiq, Axure, Sketch

frontend

HTML(5), CSS(3), LESS/SASS, Javascript/jQuery, gulp, PHP, Flash/Actionscript, Git
3D

Rhino, Maya, 3Ds Max, Sketchup, Pepakura, Vray, mental ray

CAD

AutoCAD, Autodesk Revit (basic), Vectorworks (basic)

INTERESTS

design

The main passion in my work lies in the visual and graphic design; I deeply care about how aspects like layout, legibility, colours, typography and contrast work together to form a well designed environment, whether that's a plasma TV interface, a web game on a 10" tablet or in print.

The fluency with creative software as well as front-end programming languages (html, css, javascript) helps me to indeed realise this consistency of design.

I believe the values and considerations that are concerned with visual design are just as present in architecture: colour, proportions, materials, tactility, usability, and the continuous process of revision in search for true quality.

other

Outside of this design spectrum I occupy myself with social innovation, infographics & visualisation, travelling, coffee and making music.

architectural vs graphic

PREFERENCES

COFFEE

double espresso

CODE EDITOR

Sublime Text 3

WORKSPACE

coworking spaces

DESIGN TOOL

pencil > Sketch > CSS

BACKPACK

Minaal

TYPEFACE

HK Grotesk