

Daniel Walker

UX/UI DESIGNER

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Bio

I'm a UI/UX designer and developer with over a decade of experience, bringing a mix of creativity and technical know-how to every project. I love building digital experiences that feel intuitive and look great—whether it's an interactive kiosk, website, mobile app, or something unique like museum exhibits or emergency tech. I've spent 11 years honing my skills, blending design with practical HTML, CSS, and JavaScript to create solutions that not only work well but also connect with users and support business goals. My work's taken me across industries, from trade shows to critical response tools, and I'm always excited to tackle the next challenge.

Experience

UX/UI Designer & Developer | Plow Digital

2013 - Present

- Designed and developed fully functional responsive web and app layouts for desktop and mobile using HTML/CSS/JS
- Designed interactive kiosks for tradeshow and museums
- Implemented human-centered design best practices with a focus on consistency and usability
- Created wireframes and defined information architecture
- Created interactive prototypes to facilitate user testing
- Created final high-fidelity mockups
- Helped advocate for and integrate user-centered design processes and principles into project workflows
- Worked closely with creative directors and developers to ensure user experience goals were outlined, technically feasible, and met throughout the project lifecycle
- Prioritized and managed multiple tasks across multiple projects, under tight deadlines

Education

Indiana University School of Informatics

2008-2013

BS | Media Arts and Science

Indiana University School of Informatics

2016-

MS | Human Computer Interaction (*Partially Completed*)

Skills & abilities

- Human-Centered Design (HCD)
- UX/UI Design
- Wireframes and Prototypes
- High Fidelity Mockups
- Mobile/Responsive Design and Development
- HTML/CSS/JavaScript
- Figma