

Danny Tayara

AI Product Designer

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www.dannytayara.com

Skills

- User-centered empathy frameworks
- Research, analysis, and user testing
- Wireframing, storyboarding, and prototyping
- Feedback-driven iterative design
- Mobile, web, and VR design
- Curriculum development
- Film production and animation
- Presenting and public speaking
- Collaboration with cross-functional teams

Tools

- Adobe Creative Suite
- Figma
- Miro
- Sketch
- ChatGPT, Assistants
- Meta Quest, HTC Vive
- Squarespace
- Basic HTML, CSS, Javascript
- VS Code

Education

GOOGLE CAREER CERTIFICATES

Foundations of UX Design

VENTURES NONPROFIT

Business Certificate

SEATTLE UNIVERSITY

B.A., Film Studies

SEATTLE CENTRAL COLLEGE

3D Modeling & Game Design Certificate

Qualifications

- Practiced AI product designer with strong storytelling skills and a unique perspective honed by a background in film.
- Quick learner and effective cross-team communicator due to interdisciplinary specializations.
- Dedicated to fostering inclusive and accessible educational curriculum and designs, supporting varying backgrounds and diversities.
- Experienced in the fast-paced startup environment, leading UX research and design efforts.

Professional Experience

PRODUCT DESIGNER & ANIMATOR

Freelance (Jan 2012 - Present)

I recently founded SideTrack, an AI application that automatically translates conversation into a diagram.

- Steer design strategy, conduct user research, and collaborate with developers to define and implement innovative solutions in AI and other technical domains.
- Develop and implement the brand and customer experience strategy, ensuring user interaction with products is consistent from the first touchpoint.
- Engage with investors and key stakeholders, crafting compelling presentations and demo videos to advocate the brand.
- Generate sketches, wireframes, and prototypes for websites, mobile applications, VR experiences, motion graphics, and printed illustrations.

PRODUCTION & UX RESEARCH DIRECTOR

VR Ulysses (Feb 2019 - Jan 2024)

VR Ulysses is a startup company that develops VR and web applications for network security and operations.

- Led UX research and design efforts to understand user pain points and clarify design goals, resulting in increased sign-ups and improved user retention.
- Collaborated with cross-functional teams to generate design solutions using wireframes, prototypes, and other materials that illustrated functionality of solutions.
- Produce visual content such as graphics, animations, videos, VR demos, and pitch decks to nurture stakeholder engagement.

Volunteering

CAMP TEN TREES

Camp Ten Trees is a residential summer camp for LGBTQ+ youth.

- V.P., Board of Directors (2016-2018)
- Summer Camp Volunteer (2011-2018)

Accomplishments

3rd PLACE

2023 Leaner Startups AI Hackathon

WINNER

2019 University of Washington Climate Change Film Festival

WINNER

2019 Seattle University Arts & Sciences Scholastic Competition in Visual Arts

MOST CONTROVERSIAL FILM

2018 Queersicht LGBT Film Festival

BEST DOCUMENTARY

2017 Flickers' Roving Eye International Film Festival

JUROR

2017 Frameline LGBTQ+ Film Festival

TOP FINALIST

2015 Fusion Documentary Challenge

AUDIENCE AWARD

2014 Seattle International Film Festival

Professional Experience (cont.)

RESEARCH & FILM TECH ASSISTANT

Seattle University (Jan 2019 - Apr 2020)

- Designed, storyboarded, and produced video content.
- Assisted professors in designing and implementing course instruction.
- Conducted research, copyrighting, editing, formatting, and referencing for the book "The Celluloid Specimen: Moving Image Research into Animal Life."

FESTIVAL DIRECTOR & SENIOR PROGRAMMER

Three Dollar Bill Cinema (Jan 2012- Jun 2018)

Three Dollar Bill Cinema is a non-profit organization that showcases queer film and provides educational experiences.

- Designed film programs and event experiences for the Seattle Queer Film Festival.
- Led screening committees in evaluating submissions for the Seattle Queer Film Festival and Transgender Film Festival.
- Designed curriculum and trained mentors for a yearly video production and media literacy program for LGBTQ+ youth.

Published Research

"Things to Come: Teaching Film Studies for our Scientific Future"

Journal of Cinema and Media Studies (Co-Author, 2021)

"The Role of Virtual Reality as a Data Visualization Device"

Seattle University Undergraduate Research Conference (2019)