

Skills Building High Fidelity Prototypes for next generation devices, applications and user experiences. Utilizing my art background along with my knowledge of front end development practices, I am able to easily collaborate with both visual creative and engineering teams to foster solutions that create new user experiences and improve existing ones. I maintain a proficiency in a number of programming languages such as, javascript, actionscript, swift, obj-c, and C#, and am able to accommodate and adapt to a multitude of platforms to develop novel solutions for your products and your users.

Experience

- 2014 - present **Prototyper / Designer - Self Employed** - Los Angeles, CA
Working with startups and established companies looking to create and improve their products user experiences. Build high fidelity prototypes used for proof of concept demos, and guides for engineers. Clients include, GoPro, Dreem, Lytro, Experian, Bowers & Wilkins, along with other local design agencies.
- 2014 - 2015 **UI Prototyper / Designer - Lytro** - Mountain View, CA
Remote employee, building touchscreen prototypes for a future camera product. Using Adobe Air to publish iOS Apps that are used as proof of concept demos, as well as documentation for camera software engineers. *Due to the nature of this project I cannot show the work in my online portfolio.
- 2013 - 2014 **Developer - BPG Interactive** - Los Angeles, CA
Concept and develop web and mobile interactive screen experiences, tied to movies and television. Heading development and working closely with designers and producers to concept and build ideas that were attainable and within scope.
- 2011 - 2013 **Developer - CIE Games** - Long Beach, CA
Maintain and expand an immensely popular Facebook social game with over one million Daily Active Users. Concept and develop new features for the game, as well as maintain an extremely large code base. Work directly with designers and producers to prototype new features and content. Build production tools to automate design production tasks.
- 2005 - 2013 **Lead Developer - Watson D/G** - Los Angeles, CA
First, full time employee at a small interactive agency. Collaborated to create many award winning, successful campaigns which contributed to the growth of the company as well as moving me into a more managerial position. Oversee all development projects, code base, and remote employees. Scope projects, time lines, and budgets for future work.
- 2005 - 2006 **Designer / Developer - BD Fox & Friends** - Santa Monica, CA
2004 - 2005 **Teachers Aid / Tutor - OTIS College of Art & Design** - Los Angeles, CA

Education

2002 - 2005 **OTIS College of Art & Design** - Los Angeles, CA
Majored in Communication Arts with an emphasis on graphic design, and a personal emphasis on interactive work.

*samples of my work at my site <http://www.davidcaneso.com>
*due to its nature, some of the prototype work cannot be displayed publicly on my website. I can send video links for those projects if required.

References, portfolio and any other info you require available upon request.