

Skills High level knowledge of Javascript and Actionsript used to produce easily read, and maintained code bases in a self documenting style. Intermediate knowledge of Swift, and C#. Integration of third party API's including Facebook, Twitter, YouTube, and FACE (facial recognition). Knowledge of Javascript frameworks like Backbone, and Angular. PHP, mySQL, Automation via Grunt. GIT for source control.

Excellent knowledge of XCode, IntelliJ, the full Adobe Creative Suite. Working knowledge of Unity, After Effects, Blender, Paintcode.

Currently learning, React, Oculus VR.

Experience

- 2014 - present **UI Prototyper / Designer - Self Employed** - Los Angeles, CA
Working with startups and established companies looking to create and improve their products user experiences. Build prototypes that are used as proof of concept demos, and guides for engineers. Clients include, Dreem, Lytro, and 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 confidentiality of the project I cannot show the work in my online portfolio, but I can send videos on request.
- 2013 - 2014 **Developer - BPG Interactive** - Los Angeles, CA
Concept and develop web and mobile interactive screen experiences, tied to movies and television. Work closely with designers and producers to ensure ideas were attainable and within scope.
- 2011 - 2013 **Developer - CIE Games** - Long Beach, CA
Maintain and expand an immensely popular Facebook social game with over a million DAU. 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, timelines, 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 Angles, 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. BFA 2005

*sample links at my site <http://www.davidcaneso.com>
References, portfolio and any other info you require available upon request.