

**Skills** I build and design High Fidelity Prototypes for next-generation devices, applications, and user experiences. Utilizing my art background and knowledge of front-end development practices, I can easily collaborate with design and engineering teams to foster solutions that create new user experiences and improve existing ones. In addition, I am well-versed in all current design tools and maintain a proficiency in several programming languages, including javascript, swift, swiftUI, obj-c, and C#, and can adapt to a multitude of platforms to develop novel solutions for your products and your users.

**Experience**

- 2018 - present **Lead Product Designer - Hulu / Disney Streaming** - Los Angeles, CA  
As a designer at Hulu, I was part of the watch team. The teams' focus was the user experience whenever the viewer was in playback across all supported platforms and devices. After being acquired by Disney, I moved to the motion and prototyping team, where I use my design and prototyping skills to create experiences across all Disney Streaming products.
- 2014 - present **Freelance Prototyper / Designer - Self Employed** - Los Angeles, CA  
Working with startups and established companies looking to create and improve their product user experiences. I Built high fidelity prototypes used for proof of concept demos and guides for engineers. Clients include GoPro, Dreem, Lytro, Experian, Bowers & Wilkins, and other LA based design agencies.
- 2013 - 2014 **Developer - BPG Interactive** - Los Angeles, CA  
Conceptualize and develop web and mobile interactive screen experiences, tied to movies and television content. 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 and maintain a massive code base. Worked directly with designers and producers to prototype new features and content. Built 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. Oversaw all development projects, code base, and remote employees. Scoped 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>

\*some of my work cannot be displayed publicly on my website. Send me a request and I will provide links for those projects.

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