



# DAN CAMILLERI

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## OVERVIEW

Dan is a skilled designer with over 10 years of experience working in digital media, print media, and UI design. Highly skilled, collaborative, self motivated and accustomed to performing in deadline-driven environments.

He is passionate about graphic art, interface design, and game design. Has experience managing project requirements and deadlines on his own and in teams, while enforcing the importance of communicating and collaborating to produce the best results for the project.

## PROFICIENCY

Photoshop	(print & digital design)
Illustrator	(logos, vector icons & artwork)
InDesign	(print layouts, documentation)
After Effects	(motion graphics, animated concepts)

Flash	(interactive design, interactive concepts)
Axure	(wireframing + prototypes)
Balsamiq	(wireframing)

## EMPLOYMENT

### CREATIVE/WEB DESIGNER

NEWELL BRANDS | DEC 2010 - APRIL 2018

My role with Newell Brands is to manage the design of print & web collateral for the company's brands, including Sharpie, Paper Mate, Parker, IRWIN Tools and Dymo Label Makers.

The range of brands I work with means that communication and collaboration are always essential in my role in order to constantly assess design priorities for each brand. Simultaneously working across the brands has also helped me develop my skills to confidently manage multiple deadlines under pressure while continuing to maintain a high standard of quality for my work.

### UI ARTIST

TANTALUS MEDIA | MAR 2009 - SEP 2009

My role with Tantalus Media was to design the UI for the "MX vs ATV Reflex" on the PSP. My work consisted of designing and programming the games menus and in-game UI from concept through to completion, while considering localisation requirements throughout the design process.

The role required me to manage my share of the project under strict deadlines, while working closely with the projects Lead Designer, Producer and Developers to keep track of the games progress. Working with Tantalus given me valuable experience in working as part of a small dedicated development throughout a single project.

### GRAPHIC DESIGNER

STOMP ENTERTAINMENT | NOV 2007 - MAR 2009

My role with Stomp Entertainment was to design print and digital advertisements for CD's, DVD's and Games. My work involved designing advertisements for national street press, as well as designing animated and interactive adverts for online use.

## REFERENCES

**JUSTIN GOODE**  
SENIOR MARKETING  
MANAGER

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