



# DAVIN GERBER

UI/UX | Illustration | Art Direction



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davingerber.com

## SUMMARY

Artist with a passion for solving design challenges using multiple platforms and unique skill sets honed over a 15+ year career.

## SOFTWARE

Figma

Illustrator

Photoshop

After Effects

InDesign

PowerPoint

## SKILLS

UI/UX

Illustration

Art Direction

Logo Design

Drawing

Animation

## EDUCATION

Art Institute of Atlanta

B.F.A., Media Arts and Animation, 2004 - 2009

## EXPERIENCE

Senior UI/UX Designer at Airship/Unosquare

January 2022 - Present

- Solve complex problems for our clients and their customers through innovative design.
- Create beautiful and functional interfaces.
- Work with developers to ensure smooth design handoffs for production.
- Maintain consistent UI libraries in Figma.
- Mentor the team on the latest design tech and techniques.

Creative Director at SpaceWorks

June 2017 - December 2021

- Design, build (WordPress), and maintain the company's various websites.
- Manage a small team of other artists to ensure design vision is executed consistently.
- Work with engineers to create concept sketches and illustrations.
- Create business collateral, such as business cards, flyers, and other marketing materials.

Interactive Art Director at Melt

July 2015 - June 2017

- Design engaging digital and non-digital experiences for our clients, and their consumers.
- A key thought leader on design and experience for numerous marketing campaigns.
- Work on producing logos, and other marketing materials from concept to finished products for major international brands.
- Create concept illustrations for various sales pitches, and production.
- Create storyboards for use in television ads, web, and social media.

Creative Director at Ninja Multimedia

April 2012 - July 2015

Art Director at Cresc Corporation

July 2004 - April 2012