HTTPS://DANIEL.MAHONSTUDIOS.COM   DANIEL@MAHONSTUDIOS.COM   (646) 812-4550

DANIEL MAHON

Simply put, I love to make things look nice and do stuff. I enjoy creating educational and impactful interactive projects with positive influences.

I want to listen to your ideas... you'll want to listen to mine.

EDUCATION

I enjoy the challenge of learning new skills and working on the leading-edge. I am proud of my ability to keep my education current and ready for the future through countless online and print resources.

GRAPHIC DESIGN | 2002 - 2006

University of Akron (Myers School of Art)

A professional program in the expanding multidisciplinary field of visual communication design. Critical thinking and logical problem solving in print, web and interactive media are emphasized.

SKILLS

Full Stack Development
Interactive & Game Design
Graphic Design
UX Design
Exhibit Design
Physical Computing
Print Design
Branding
Illustration
Storytelling
Visual Communication
Project Planning
Creative Problem Solving

TECH

Typescript / NodeJS
Flutter / Dart
ReactJS / React Native
GraphQL / REST
Docker / Linux
Unity / C# / .Net
JS / HTML5 / CSS3
Google Cloud / AWS
NoSQL / MongoDB
PostgreSQL / MySQL
Arduino / RaspberryPi
Fusion 360 / Blender
Git / Trello / MS Office

EXPERIENCE

MAHON STUDIOS
1999-2006 / 2011-PRESENT (OHIO)

Owner / Creative Direction & Development

- Designed thousands of client marketing materials for print, outdoor, and interactive mediums.
- Cultivated and managed hundreds of client relationships across the US, some lasting over 20 years.
- Experience in a variety of roles on multiple team sizes.
- Managed typical business functions including payroll, taxes, bookkeeping, and building maintenance.
- Regularly traveled for meetings, location shoots, etc.
- Designed and developed hundreds of complex mobile/web/desktop client/server applications and websites.
- Engineered, designed, and fabricated a variety of physical sets, props, and interactive components.
- Utilized fabrication technologies including 3D printing, CNC machining, carpentry, and graphics production.
- Produced regular studio and on-site photography and videography projects, both commercial and portrait.
- Created various 3D models, riggings, and animations for usage in print, video, and game engines.

PROMPTER COMMUNICATIONS
2011-2016 (OHIO)

Partner / Lead Developer / Designer

- Developed "BarPrompter", a patent pending interactive application allowing users to interact in real-time with distributed video systems in bars and restaurants
- Developed "ElderVue", another patent pending system, allowing users to remotely communicate with family members in nursing homes via distributed video. HIPAA compliant transmission back to users fromstaff.
- Co-managed small sales team.

JEWISH NATIONAL FUND
2006-2011 (NYC)

Creative Director / Interactive Developer

- Hired as a developer, consistently took on more responsibility leading to a promotion as Creative Director.
- Designed full company rebrand with guidelines.
- Worked closely with the Director of Marketing to design and implement fundraising campaign initiatives
- Designed quarterly print magazine.
- Cut extraneous vendor cost by hiring and managing a small team of creative designers.
- Implemented and managed nationwide company content management system and issue/task tracking.
- Mobile and website application development.
- Learned that I enjoy working on projects with meaningful impacts and positive influences.
- Won Convio Innovator Award in 2009.