DAVID CANDLAND

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Skills Summary

Leading, providing guidance to, and directing the design of unique and memorable user interfaces. Strong information design with an emphasis on usability. Skills in prototyping, production, and graphic design.

Experience

MONOLITH PRODUCTIONS (2018-PRESENT)

UX/UI Design Director
Designed and led the UI and UX design for an unannounced Warner Brothers Games project.

BUNGIE/MICROSOFT (2000-2018)

UI Design Lead
Designed and led the interface design for all Bungie games since 2000, including Halo and Destiny.

HOMEGROCER.COM (1998-2000)

Senior Designer
Designed and mentored other designers on creating and maintaining a commerce site for a grocery delivery startup.

Education

ARTCENTER COLLEGE OF DESIGN

BFA Class of '95. Major in graphic & packaging design with an emphasis on interactive design. Graduated with honors. Recipient of the Williamson-Chandis scholarship.

BYU-IDAHO

AAS Class of '91. Graphic Design Major. Graduated with honors. Recipient of full-ride scholarship. Member of Speech & Debate team.

Awards and Acknowledgements

2016 Graphis Design Annual, Platinum Award, Destiny UI
2016 American Institute of Graphic Arts, Cased award winner, Destiny UI