

## Professional Experience

### **Senior Manager Solutions Design - International**

2013-current / *Healthways, Franklin, TN*

Ensuring the highest levels of customer satisfaction when designing the Healthways' digital ecosystem.

- Driving UX solutions, proposing alternative strategies, and determining direction through governance of UX/UI standards and processes with development partners.
- Designing with user-centered principles and an understanding of usability to lead ideation and create UX strategies across multiple platforms, including mobile, desktop, and tablet.
- Training, coaching, and mentoring a cross-functional team in UX, Experience Flows and project oversight.
- Engaging research vendors by participating in or consulting throughout the discovery process.

### **Creative Director**

2013 / *Second Light, Memphis, TN*

As a principal in a startup media production company, re-branded and restaged all visual assets; web, logos, demo reels, and marketing materials. Responsibilities include:

- Corporate relations and business development with all key accounts.
- Graphics, web development, and visual effects design.
- Working in various production roles as needed, including cinematography, post production, and producing commercials, music videos, and films.
- Budgetary and quoting responsibility on development projects.

### **Board of Directors, Creative Director**

2011-2013 / *Ovarian Cancer Awareness Foundation*

Managed rebranding of this non-profit and restaging all web assets; all while successfully increasing our largest fund raising event to quadruple the attendance in one year.

### **Lead Industrial Designer / Product Design Engineer**

2003-2013 / *Ring Container, Oakland, TN*

Evolved Product Development into a core competency changing the face of this blow-molding company through design collaboration processes with international brands owners. Responsibilities included:

- Responsible for and revamped all corporate marketing presentations and websites.
- Worked directly with Kraft, ConAgra, UTZ along with others to develop new packaging. This process went from sketch through full 3-D design, rendering, and graphics.
- Prepared and presented to customers and executives on new product development.
- Mentored packaging engineer and development engineer including CAD training.

### **Creative Director**

2006-2011 / *Meadowhawk Press Publishing, Lakeland, TN*

Won the national Philip K. Dick Award for Science fiction, while working as an executive/entrepreneur of this indie publishing company.

## **DAN GAMBER, IDSA**

*dgamber@pictusdesign.com*

**Cell: 901.237.5242**

## Qualification Highlights

- Over 20 years of design, engineering, and management experience which has evolved into a focus on creative ideation and innovation management.
- Responsible for projects from design concept through to production including user testing.
- Especially strong in new product development.
- Expert skills in Adobe Creative Suite, media production, and digital prototyping.
- Recent review in a 360 format place peer and executive assessment of my creative leadership in the upper 90th percentile of national averages. My additional work with non-profits and the publishing industry gives me vast experience to call upon for vision casting and creative problem solving.
- Exceptional mentoring and coaching skills.
- Holder of several international patents.

## Education

### **Academy Art University**

2006-2007

San Francisco, CA

\*Industrial Design

### **Siena Height University**

2001-2003

Adrian, MI

\*Graphics Design

### **Mercer University**

1985-1988

Macon, GA

\*Psychology

### **Wittenberg University**

1984-1985

Springfield, OH

\*Chemistry

**For more information and portfolio samples, please visit [www.pictusdesign.com](http://www.pictusdesign.com)**

References available upon request

## Senior Product Designer

2001-2003 / **Amcor PET Packaging, Manchester, MI**

Awarded several international patents working with customers such as Coca-Cola, Gatorade, Campbell's, Nestea, and Pepsi.

- Primary focus was on new product design and development with customers including high end CAD modeling of retail packaging for national brands.
- Worked directly with customers on packaging innovation.
- Responsible for implementation a new Product Lifecycle Manager (PLM) software system in Engineering

## Design Supervisor

1998-2001 / **Tennex Industries, Auburn Hills, MI**

Took a thermo-plastics air induction supplier, with a design engineer retention problem, and rebuilt the design department with a team that was still intact five years after my leaving the company.

- Worked with Japanese multi-national corporation to launch multiple products lines including turbo hoses, air induction systems and thermo-plastic engine covers.
- Recruited and managed a staff of five Design Engineers.

## Senior Design Engineer

1996-1998 / **Solvay Automotive, Troy, MI**

Successfully launched two Chrysler plastic blow-molded fuel tank system programs on time and within budget.

- Worked directly with Chrysler Release Engineers on solving a key customer complaint in the minivan group of products.

## Application Engineer

1995-1996 / **Textron Automotive / McCord Winn, Troy, MI**

Came into a program for Chrysler small car exteriors engineering six months after kickoff, solved the number one customer system complaint through an innovative one piece extrusion blow molded design, and successfully launched the product on time.

- Had primary responsibility for Design FEMA and Engineering Open Issues meetings with Chrysler platform engineering team.

## Senior Packaging Designer

1991-1995 / **Johnson Controls, Manchester, MI**

Managed through launch the one million dollar restaging of the CAD environment moving mainframe based computing to workstation based systems, all under budget and on-time.

## Mechanical Designer

1989-1991 / **Jet-Die Engineering, Lansing, MI**

Took the company from a CAD-less engineering department to six workstations including 100% CNC programming in-house.

## Areas of Expertise

### Software:

- **Adobe Creative Suite** - Graphic design, UX design and video post-production
- **inVISION & Balsamiq** - UX design and prototyping
- **Final Cut** - Non-linear editing
- **After Effects** - VFX software
- **Cinema 4D** - 3D Broadcast Graphics
- **CATIA v4/v5 CAD** - Advanced surfacing and parametric modeling
- **Bunkspeed/Hypershoot** - Raytrace rendering software