Daniel Colcock

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summary

Innovative designer with experience in user research, prototyping, and collaborative problem-solving. Passionate about creating impactful design solutions through digital tools, fabrication, and user-centered design. Proven ability to translate research into functional and scalable solutions.

experience

UT Student Gov | Associate Director of Web Development

Lead web development initiatives for the UT Student Government digital platforms serving 51,000+ students. Design in Figma and develop using Drupal, HTML, and CSS to improve site usability, accessibility, and communication of student initiatives.

2025 to Present

Wkrm Studio | Designer

Partnered with Austin Parks and Recreation to develop a volunteer coordination solution. Conducted user research and problem analysis, identifying inefficiencies in volunteer management. Designed and presented a strategic proposal to PARD executives and staff with recommendations for improving volunteer coordination.

Spring 2025

Texas Performing Arts | Fabrication Assistant

Construct, paint, and install scenic elements and props for theatre and dance productions. Collaborate with faculty and staff to ensure high-quality set design and on-time production execution.

Fall 2024 to Present

The Daily Texan | Layout Designer

Designed and formatted newspaper layouts, ensuring cohesive visual storytelling and readability. Collaborated with editors and wriers to optimize content placement and typographic hierarchy. Applied design principles to create engaging print and digital spreads under tight deadlines.

Spring 2024

education

University of Texas at Austin • BFA Design • 2026

skills

User Research, User Interviews, Research Analysis, User Flows, Wireframing, Prototyping, UI, UX

tools

Photoshop, After Effects, Illustrator, Indesign, CAD, Blender, Figma, 3D Printing