

Daniel Colcock

Austin, Texas

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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

saga lab • ux designer

Redesigned SPOTS, a symptom-tracking service for pediatric cancer patients and their caregivers. Collaborated with web developers to deliver a mobile-first, child-friendly web app and improving usability for both patients and doctors.

fall 2025 to present

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 2026

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

the daily texan • layout designer

Designed and formatted newspaper layouts, ensuring cohesive visual storytelling and readability. Collaborated with editors and writers through several rounds of editorial review and feedback. 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
• Journey Mapping • Wire-framing • Prototyping • UI/UX • Woodworking

tools

Photoshop • After Effects • Illustrator • InDesign • CAD • KiCAD
• Blender • Figma • 3D Printing