
Daniel Simmons

3D Designer

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VISION

Design-savvy and exceptionally creative ideas generator; deep interests spanning architectural and spatial design, 2D graphics and visual storytelling.

EXPERIENCE

3D Designer

1999 - Present

- Specializing in experiential and immersive design concepts for clients including Goldenvoice / Coachella Music Festival
- Developed digital 3D models, diagrams, elevations, site plans and interior floor plans for independent projects and as a consultant for public art projects
- Created architectural models, prototypes, surface and lighting designs via digital tools (laser cutting, 3D printing) and studio fabrication (moldmaking, casting, woodworking)
- Installed and exhibited artworks at MoMA-PS1 Contemporary Art Center, New York and the Emerge Art Fair, Washington, DC
- Landed editorial coverage in Dezeen, the New York Observer, Mark Magazine, Pin-Up Magazine for Architectural Entertainment and Tidelines Journal

Digital Project Manager / Software Developer

2015 - Present

- Managed 3D virtual tour implementations and custom software development projects for small digital enterprises
- Managed web design and branding projects for clients including Yale University, Columbia University, the Wallace Foundation, the Jazz Foundation and the Aspen Institute
- Developed website and database customizations for clients including CIT Group, Merrill Lynch and J. Walter Thompson

PORTFOLIO

Creative Design: <https://thisisstudiodan.com>

Technical Illustration / Graphic Design: <https://thisisstudiodan.com/technical>