Daniel Colin James

Content Strategist & Digital Media Developer



Education

- •BA, Digital Media Development, Lassonde School of Engineering York University
- Masters of Digital Media, Centre for Digital Media University of British Columbia

Work Experience

- Content Strategy and Research BiblioCommons | MAY 2017 AUG 2017
 - Created content for internal and external documents and presentations
 - · Conducted detailed background research and provided source material for writing and content projects
 - Initiated a "Welcome Package" project to improve on-boarding, played a crucial role in **strategizing content** to be included in the final document, and created the final deliverable in **Adobe InDesign**
- - · Developed the HTML and CSS for login and profile pages, while adhering to existing styles and functionality
 - Research Assistant Movement and Emotion as Computational Interfaces | JUNE 2016
 - Facilitated workshop about the convergence of performance, computational media art, and bioengineering
 - · Helped workshop participants understand and work with the technologies and equipment being explored
- Coding Instructor Hatch Canada | MAY 2016
 - · Led students aged 7-17 as they worked through hundreds of JavaScript and Processing mini-projects
 - Taught coding fundamentals and problem-solving skills to students at several schools
- Digital Media Specialist Move Your Metal | MAY 2015 SEP 2016
 - Developed a Slack bot with JavaScript to streamline the team's record-keeping process
 - Co-managed hundreds of ad campaigns with Facebook Business Manager and Google AdWords
 - Created graphics in Photoshop for display ads, and created and tested ad copy content for text ads
 - Analyzed traffic, conversions, and user behaviour through Google Analytics to optimize ad performance
 - Set up email campaigns with ActiveCampaign to improve dealer ratings across various review sites
- Video Editor Lassonde School of Engineering York University | MAY 2014 FEB 2015
 - Edited over 100 hours of videotaped engineering lectures with Sony Vegas Pro for use in online courses
- Lab Monitor Art & Technology Learning Lab York University | SEP APR, 2013 2015
 - Supervised the lab and its adjoining studio space in technical, security, and organizational capacities
 - · Assisted students with software and hardware problems and provided project-specific mentoring