Daniel Gur

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PRODUCT DESIGN • 3D MODELING • UX/UI • VISUAL DESIGN • DEVELOPMENT

EDUCATION

California Polytechnic State University

BFA Art and Design with concentration in Graphic Design
San Luis Obispo | 2025

RECOGNITION

Framer: The Best Startup Websites on the Internet

Featured | 2025
After launching the new website for Poseidon Aerospace, it was featured in the Framer Gallery as a showcase example for other creators.

UX: Fest SLO Designation

Second Place | 2025
Worked with a team of four in a 24-hour design challenge, competing against 25+ other teams.

EXPERIENCE

UX/UI Designer

Albacore Incorporated, Philadelphia | 2026

- Building out component systems and design elements for a full website rebrand.
- Developing work for marketing assets across their reach, from a multi-purpose deck to marketing applications across the board.

Product Designer

Plaid Again Design Agency, San Jose | 2025 - 2026

- Designing web, application, and printed assets for our clients, working directly with them to keep consistency with the rest of their design systems.
- Leading the redesign of Tara Mind's corporate health app to be aligned with WCAG 2.2 standards up to an AA standard, while updating the design language.

Product Designer/Web Developer

Poseidon Aerospace, San Francisco | 2025

- Building out component systems and design elements for a website rebrand.
- Working with all touch points of the company, creating a user experience for their target audience.
- Developing the website and creating a robust system to be expanded as the company grows and products change.

Product Design Intern

SambaNova Systems, Palo Alto | 2024

- Designed UX/UI for SambaStudio and SambaCloud, including login visuals, internal AI system workflows, and iconography.
- Gained hands-on experience with enterprise AI tools, working on projects with lasting impact that continue to shape current products.
- Used research-driven iterations and design frameworks.

DESIGN TOOLS

Figma

Designing user interface using library and custom elements, task flow, and interactive prototypes.

Shapr3D

3D product design and prototyping using Shapr3D, turning sketches into precise, manufacturable models.

Adobe Photoshop

Photo retouching, color correction, compositing, masking, and mock-ups.

Adobe Illustrator

2D vector-based digital illustrations and graphics.

Adobe InDesign

Page layout and digital publishing using styles, parent pages, and CC libraries.

Adobe Premiere

Video editing, color correction, audio editing, and special effects.

DEVELOPMENT TOOLS

Claude Code, Gemini, and Topaz

Using AI-assisted tools to accelerate production workflows and bridge design and implementation.

HTML, React, JavaScript, and CSS

Basic knowledge of front-end web development for building and styling responsive layouts.

Unity and C#

2D game development focused on player movement, physics, animations, and interactivity. Experienced in scripting responsive UI.

P5.js

Building complex visuals, generative animations, and webcam-based effects using real-time input and custom logic.

Framer

Interactive websites and responsive layouts with Framer's visual and code-based tools.