



# Daniel Taylor

Artist

## PROFILE

I am a visual artist and sound designer blending traditional techniques with modern media. My work explores botanicals, electricity, and still lifes with an aim to revive the joy of classical art in contemporary contexts. Transitioning from a career in electrical engineering to pursue creative innovation.

## EDUCATION

- **Associate of Arts - Art**
- North Idaho College
  - Expected Fall 2026
- GPA 3.8
  
- **B.S. - Electrical Engineering**
- University of Idaho - 2012
- GPA 3.8

## MEDIUMS

- Graphite
- Colored Pencils
- Watercolor
- Oils
- Pastels
- Digital Pixel Art (Aseprite)

## CONTACT

- Post Falls, Idaho
- dan512x2@gmail.com
- www.superdan51.com

## WORK EXPERIENCE

### Artist and Sound Designer

Aug 2024 - May 2025

JamBandGames, Post Falls, ID

**Mr. Blob's Honey-Do List** is an indie game designed and built from the ground up using Godot and released on the Steam platform. I led a team of 3 designers to project completion.

- Determined pixel art style and color palette
- Created all artwork seen in the game.
- Wrote and recorded multiple background songs.
- Generated the game's storyline, characters, and feel.
- Organized and led group meetings
- Set team goals for weekly progress

## GALLERY EXHIBITS

### We the Artists

Summer 2026

The Confluence, Twisp, WA

### Silent Auction Fundraiser

Fall 2025

Music Conservatory, Coeur d'Alene, ID

### Aspring Artist's Club Exhibit

Spring 2024, '25

Student Union Building, Coeur d'Alene, ID

Fall 2019

### NIC Student Exhibition

Spring 2018, '21, '24, '26

Corner Gallery, Coeur d'Alene, ID