

About Me

I am a Full-stack Developer, but I first became an Industrial Designer because I love creative problem solving - digging deep into issues to find solutions that make people's lives better. For five years, my teams worked with developers to create dynamic installations for clients such as the Dallas Cowboys, Stanford University, and Mailchimp, and my interest in coding was piqued.

That experience motivated me to pivot my career and become a developer. At the end of 2018, I left my job as a designer to begin preparing for my education at Nashville Software School. As a student, I have embraced the attitude of constant learning and have found a career that I get excited about every day. My passion for creative problem solving still drives me forward, the only difference is, now I can find solutions using code. In my free time, you can find me hiking, mountain biking, or searching for the next cup of coffee with my wife.

Knowledge

HTML5, CSS3	Azure Data Studio, Visual Studio	User Experience Design
Javascript	ADO.NET	Graphic Design & Typography
React	Industrial/Product Design	Adobe Photoshop, Illustrator
C#, ASP.NET	User, Product, & Market Research	Adobe XD
SQL Server	Sketching (digital & analogue)	

Experience

Apr '19 - Current

Nashville Software School

Intensive full-time 6-month software development boot camp focusing on full stack development fundamentals and problem solving; Included a balance of collaborative, team-based projects and individual projects.

- Utilized Git and Github for version control, project management, and collaboration on all projects and exercises
- Used HTML, CSS, and Vanilla Javascript to create dynamic websites that fetched and posted data to local and external API's
- Automated and bundled tasks using Grunt and Browserify
- Created multiple websites using React.js, JSON Server, and Firebase for authentication and fetching data from a realtime database
- Worked with a small team to build a web-based marketplace using C#, .NET, and SQL Server

Regulate. Frontend Capstone

Regulate was built to help clients and therapists as they work together to improve their mental health. My wife is a therapist and together we realized the need for an intuitive, intelligent application to help clients track data, recall coping techniques, and find support. Over time, this data can make a significant impact in how clients progress and manage their unique situations by providing tangible feedback and metrics in an easy-to-understand format.

- A single-page app built in React with full CRUD functionality and dynamically routed via React-Router
- Uses Firebase for authentication, allowing each feature of the app to be tailored to a specific user
- Users check-in and receive suggested coping mechanisms based upon the nature of their entry.
- Data is stored and retrieved from a Firebase REST API; visualized using Chart.js.
- Users can search for local therapists and display mapped results using Leaflet.js and Here.js

<https://colins-capstone-1558565262749.firebaseio.com/>

Nutshell Social Media Platform

Nutshell was developed with a small team as a social media site that included features such as: friending, news and events, tasks, and message boards. As group leader, it was my responsibility to lead the collaborative planning sessions where we established the rough overall structure, layout, user flows, and wireframing before dividing up responsibilities.

- Utilized pair programming to create an authentication system, with the ability to login or register new users
- As a group, we created a single-page app with full CRUD functionality and dynamically routed via React-Router
- Individually responsible for sending and accepting friend requests and the message board, allowing only the current user to accept requests and edit or delete their own messages

<https://pure-cove-95327.herokuapp.com/#>

May '17 - Nov '18

Senior Designer, Advent

Advent is a design firm that specializes in experiential design and deliver moving architectural, environmental, and graphic experiences for clients. www.adventmovespeople.com

- Led project teams in collaboration with Design Director to art direct and achieve unified design vision using Adobe Photoshop, Illustrator, XD, Procreate, and Sketchup
- Leveraged user research methods to discover and develop key insights, storylines, and use cases in order to deliver impactful experiences for clients
- Presented designs both internally to team and externally to clients, in order to communicate design intent, manage client expectations, and to validate conceptual direction
- Collaborated with key stakeholders, project architects, project engineers and project managers onsite and remotely to problem-solve and select construction methods in order to achieve budgetary goals

Jan '16 - May '17

Director of Core, Advent

- Led teams of 4-8 designers and interns to design experiential spaces and facilities through creative strategy and art direction
- Increased capacity of projects from 19 to over 40 at one time by increasing efficiencies and redefining processes; these processes were quickly adopted as standard operating procedure
- Expanded team's ability to integrate architecturally, design three-dimensionally, and create experiential environments to tell clients' unique stories and maximize their ROI by providing rapid and scaleable designs
- Implemented a tiered method of presenting concepts to clients which increased individual project budgets from \$300,000 to well over \$750,000 per project before being promoted to Senior Designer

Jun '15 - Jan '16

Design Lead, Advent

- Utilized industrial design skillset to develop designs for clients including UX/UI, user research, 3-dimensional displays, and environmental graphics
- Led and collaborated with small project teams on projects with budgets up to \$300,000 in order to achieve a comprehensive vision; received design direction and worked autonomously to achieve desired vision and present concepts to clients

May '14 - Jun '15

Industrial Designer, ASD | Sky Design

- Created solution-based environmental design utilizing architecture, graphics and typography using Adobe Photoshop, Illustrator, InDesign, and Sketchup
- Enhanced and emphasized three-dimensional design aspects to a formerly two-dimensionally based firm, including ergonomics, user experience, and human-centered design practices
- Collaborated with teammates and clients to generate designs that increased both brand equity and the functionality of the space.

Education

Nashville Software School

Full-stack Developer

Auburn University

Bachelor of Industrial Design

School of Architecture, Design, and Construction