colin sandlin.

UX/UI Designer

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About Me

For the past five years, I led design teams that created dynamic installations and powerful user experiences for clients such as the Dallas Cowboys and Stanford University. Many of these projects required collaboration with developers, and my interest in coding and UX design was piqued. Specifically, I enjoyed researching user needs, interviewing stakeholders, and digging deep into issues to find the root problem and important storylines.

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 love that I am now fluent in both design and development - I pride myself on being the intermediary between code and the user's experience. In my free time, you can find me hiking, mountain biking, or searching for the next cup of coffee with my wife.

Knowledge

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

Experience

Jan '19 - Sept '19

Nashville Software School

I started with online coding classes before formalizing my education at NSS. NSS is an 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.firebaseapp.com/
username: testuser@ test.com | password: password010

Bangazon An E-Commerce Site

Bangazon is a full-stack application for a mock e-commerce site. Bangazon was built as a full-stack application over a period of three days as part of a 4-person team sprint.

- Combined a React frontend and an ASP.NET API and SQL Server for the backend architecture
- Group utilized ADO.NET, C#, and JSON to fulfill Javascript requests for data
- Individually responsible for creating Employees and Payment Type endpoints and routes with the ability to GET, POST, PUT, and DELETE for each resource
- Group incorporated a CORS policy allowing only specific domains to make requests

May '17 - Nov '18

Senior Designer, Advent

Advent is a design firm that specializes in experiential design and delivers 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 scalable 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