

I'm an Industrial Designer turned Developer that's able to utilize my creativity to take simple ideas and turn them into modern designs. Leveraging a background in consumer-facing product design my goals are to create beautiful products to help enrich people's interactions between passions and functional designs.

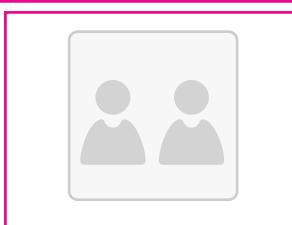
MY WORK



GoFish

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LIVE  GIT



H&M Clone

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LIVE  GIT



Frozzy

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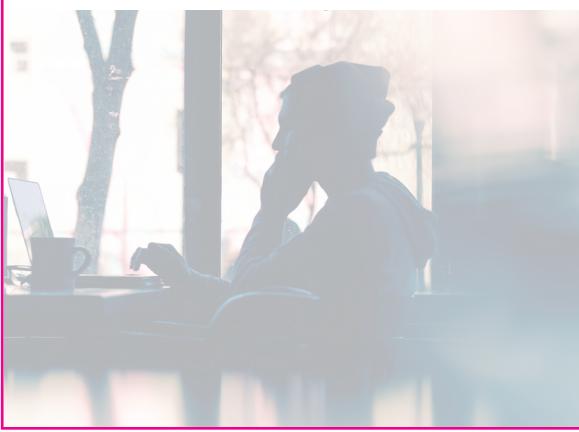




about

I'm an software engineer located Denver Colorado.

I'm an Industrial Designer turned Developer that's able to utilize my creativity to take simple ideas and turn them into modern designs. Leveraging a background in consumer-facing product design my goals are to create beauiful products to help enrich peoples interactions between passions and functional designs.



Other Random Things about me

	I like to fly fish		I havent taseted the sweetnes of caffeine for 5 yrs
	Its been a while since Ive been Mountainbiking		My sandal to shoe ratio is around 4:1
	My Lab pup is everything to me		I worked on an oil rig, in the winter, at night
	I used to sell vacuums		I enjoy archery





projects

These are a few of the projects I've made so far, but don't worry, there's more to come.

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LIVE

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contact

I live in Denver but can work from anywhere!
Give me a shout, I love to talk.



LinkedIn



Github

Codydd@gmail.com

Name

Email

Message





resume

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CODY DURHAM | SOFTWARE DEVELOPER TECHNICAL DESIGNER -> DEVELOPER

As a developer with a fortitude and passion for being a creator, I set high standards for any project I take on. Never compromising on quality or reliability, I'm able to achieve results while scoping deliverables, collaborating, and managing multiple projects.

TECHNICAL SKILLS

Javascript | HTML | CSS | React | jQuery | Terminal | Git | GitHub | Node.js | Express | Ruby | Bootstrap | Next.js

EDUCATION / EXPERIENCE

General Assembly Immersive 3/21 — 6/21

Overall:

Worked through the 12 week Full Immersive Bootcamp completing various projects and building applications using multiple languages and frameworks keeping a focus on writing clean, understandable, functioning code.

Approximately 750 hours of coding experience

Project H&M Clone :

- For a final capstone project I decided to work together with a partner to recreate the H&M e-commerce site to gain experience and an overall idea of the complexity of the site. We decided to take on a larger project because there were two of us.
- My partner and I decided early on during the extensive planning process (2 days) that we would cover more ground if we split the workload. He was primarily responsible for the backend routes using AWS and I was largely responsible for the frontend working with React. I was responsible for generating and planning out assets, colors, icons and overall layout / creation of the functional site.

Project Frozy:

- Worked within a small team to match a provided UI/UX comp to create the working version of the application using full CRUD functionality.
- My primary role in the team was to lead / create our react architecture, create initial wireframes for proof of concept and prototyping as well as providing most of the CSS styling.

Project GoFish:

- As an avid outdoor enthusiast and angler I wanted to create an application I'd be passionate about and be able to use on a regular basis. Being my first project using React, GoFish is an app that pulls data from an API and displays it to show real-time weather conditions coupled with static images of the river at the specific location of the API data.
Note: currently only available in mobile view as the app is intended for 'on the go' users.
- Created detailed UX wireframes during planning stages for final app styling and React architecture using Adobe Illustrator.
- All streams routes, weather info, and city name are dependent on zip code information pulled from the API.

Turing / Full Immersive 10/20 — 2/21

Overall:

Gained a solid base understanding of fundamentals including CSS, Vanilla Javascript, HTML while completing multiple vanilla JS based applications and working within a team dynamic using Git/Github to provide project deliverables.

Approximately 600 hours of coding experience

Metropolitan State University of Denver 1/07 — 2/13

Overall:

Took a variety of design and 'pro' classes including, Product Design, Color Theory, Art History and User Experience Design. Graduated top of the class to receive a Bachelor of Science degree in Industrial Design.

Mountainsmith 3/18 — 3/20

Lead Designer | Product Developer

- To act as the primary designer in all new and existing product design while pushing the boundaries of brand identity through thoughtful design using function and company appropriate aesthetics.
- Maintained company directives to provide 'on target' designs for on-time delivery to our key retailers and sales force through implementation of self guided product standups, product documentation and maintaining scheduled deliverables.
- Consistently engaged and traveled to overseas factory partners suppliers in Vietnam, China, and Japan to ensure samples and final product delivery.
- Played key role in processing visual graphic designs / workbook layout / lifestyle & product photography / product colorways.

Mountainsmith 3/16 — 3/18

Product Designer

- Managed multiple projects on a day to day basis while consistently generating accurate designs for 'on brand' product deliverables
- Assisted and oversaw the development of Mountainsmith's SMU program on a design/ development level while providing all necessary documentation and requirements to factories overseas
- Created supporting product documentation including spec packages, hang tag information, various packaging applications, SKU/ UPC management

