

COLLIN ULLMANN

SOFTWARE DEVELOPER

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TECHNICAL SKILLS

JavaScript, Python, HTML, CSS, React.js, Redux, Express.js, Sequelize, SQLAlchemy, SQLite, PostgreSQL, Flask, Node.js, Amazon Web Services S3, Alembic, Docker

PROJECTS

GAME NIGHT | *Performance-tracking system for Magic: the Gathering players and their decks* [Live](#) | [GitHub Repo](#)

- Incorporated Magic card catalog by using Scryfall API to extract relevant card information.
- Maintained a robust relational database using Flask and Postgres to make event, match, deck, and card data available to users for deck creation and performance tracking.
- Designed and implemented custom site wireframes utilizing React to serve dynamic HTML and CSS.
- Created users using JWT authentication and BCrypt password hashing to ensure security.

BOOTCAMP BEATS | *Digital music platform for a library of user-uploaded media* [Live](#) | [GitHub Repo](#)

- Collaborated with a distributed team of engineers on a unified codebase through Git branching and Scrum workflow best practices.
 - Enhanced media storage with AWS to provide secure and reliable audio streaming functionality
 - Integrated React, Redux, and 3rd-party packages to allow seamless user interaction with site features while maintaining all media playback functionality.
 - Dynamically styled the HTML / CSS using media queries for design consistency across desktop and mobile.
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WORK EXPERIENCE

VIDEO EDITOR

Feb 2021 – Sep 2023

BizLove, New York City

A strategic consultancy that supports organizations during seasons of great change to direct company culture.

- Produced all-encompassing post-production work including sound design, color correction, and graphics animation utilizing Adobe Creative Suite to deliver strategic messaging to targeted audiences.
- Managed project timelines under shifting expectations, often translating client ideation into a finished product while retaining tight deadlines.

STUDIO COORDINATOR

Jan 2019 – Mar 2020

Recreation Films, New York City

A small, dynamic production company reshaping brands through classic filmmaking and high-end production.

- Responsible for the management and upkeep of the shooting space, technical equipment, and hundreds of props and set pieces of the studio, allowing for a smooth transition into and out of periods of shooting.
 - Communicated clearly with the heads of each of the camera, lighting, grip, and art departments during production, ensuring the outlined timeline for the filming of hundreds of revenue-generating product videos.
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EDUCATION

Certification | Software Engineering

App Academy – 2024

Bachelor's | Screen Arts & Culture

University of Michigan – 2018