# COLLIN ULLMANN

SOFTWARE DEVELOPER

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## TECHNICAL SKILLS

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

## PROJECTS

**GAME NIGHT | JS, Python, React, Redux, Flask**                    **[Live](#) | [GitHub Repo](#)**

Performance-tracking system for Magic: the Gathering players and their decks.

- Incorporated the entire Magic card catalog through the use of Scryfall's third party API to extract card information relevant for site schema.
- 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.
- Implemented custom user authentication utilizing BCrypt Hashing Function on the backend and React Auth Routes on the frontend to prevent storage of plain text passwords and restrict access to user specific data and features.

**BOOTCAMP BEATS | JS, Python, React, Redux, Flask, AWS**          **[Live](#) | [GitHub Repo](#)**

Digital music platform for library of user-uploaded media.

- 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.
- Designed layout compatible with both desktop and mobile by utilizing media queries to dynamically style HTML and CSS.

## 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 that reshapes 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.

## EDUCATION

Certification | Software Engineering                    App Academy – 2024

Bachelor's | Screen Arts & Culture                    University of Michigan – 2018