

Dawit Elias

165D Perkins Rd • Rochester, NY • 14623

Phone (857) 488-0416

Email dxe4915@rit.edu • dawitelas14@gmail.com

Personal <http://dawitelas.github.io>

Objective

I am a passionate designer and developer looking to blend the psychology of design and technology to craft incredible user experiences.

Education

Rochester Institute of Technology (2011 - present)

[B.S. Information Technology](#)

[Focus: Web & Mobile Dev/Design, December 2015](#)

Immersion: Communication

Relevant Courses

HCI II: Interface Design & Development

HCI I: Human Factors

Foundations of Mobile Design

Client Programming

Server Programming

Needs Assessment

Skills

Languages: HTML, CSS, Javascript/jQuery, PHP, MySQL, Java, Bash

Familiar With: Git, SVN, GruntJS, Responsive Design, Heuristic Evaluation, Google Analytics, Scrum, Jekyll, WordPress, Android Development, Linux Administration

Software: Adobe (Photoshop, Fireworks, Illustrator), Sketch, Axure RP (learning), VM (Fusion, Workstation, Virtual-box), Android Studio

Operating Systems: OS X, Windows (XP - 10), Linux (CentOS, Ubuntu, Kali), Android

Experience

Global Thinking

[Front End Web Developer \(Co-op\)](#)

Redesigned the entire Global Thinking web experience through mobile-first design methodology. Improved layout scalability, gracefully scaled down interactions/layouts for legacy browsers, improved site readability, and integrated site with WordPress. Used a GruntJS and Sass workflow combined with HTML5 and CSS3.

American Greetings

[Web Operations Intern](#)

Researched and presented use cases for switching to scalable, realtime graphing tool Graphite over Ganglia. Migrated existing performance data from Ganglia to Graphite. Participated in intranet redesign scrum sessions as well as design decisions.

RIT Parking and Transportation Services (PATs)

[PATs Specialist](#)

Provide website maintenance and content updates. Design annual parking hangtags, stickers, logos, and signage for upcoming events. Work with PATs managers to organize and implement parking.

Space Shooters

My teammate and I went above and beyond for our Android class final project and created a fun space shooter game with no prior app development experience. The game features nine levels, an in-game equipment store, player/AI collision detection, and accelerometer-based ship movement.

AG Intern Hack Day - 1st place

Wanting to make something useful for our fellow devs, our team of three utilized the WebGL Globe created by Google's Data Arts team to track, display and update analytics about AG's different greeting card lines. With Google's Data Export API, we took data from Analytics and used the globe to present it in a beautiful way.