Andrew Before

dbefore@u.washington.edu   http://students.washington.edu/dbefore/   (509) 389-1901

SUMMARY   GPA – 3.5

A student-athlete with strong programming skills primarily learned through Java. Web development skills using JavaScript; React, Firebase, AJAX and Node. Experienced working with a team collaborating over Git.

Relevant courses include: Programming, Data Structures & Algorithms, Information Architecture, Web Development, Design Thinking, Immersive Environment Design, Mobile App Design, and skills in the Adobe Suite.

SKILLS	UX	Programming	Software
	Prototyping	HTML/CSS	Photoshop
	Research	JavaScript	Illustrator
	Visual Design	Java/C#	After Effects
	Wireframes	SQL	Unity3D

EDUCATION

University of Washington, Seattle WA
Informatics major graduating 2017

EXPERIENCE

Best In Class- Seattle, Washington 2015-2016
Graphic Designer – Took on several projects to create required Graphics. Worked on web and paper formats.
- Applied academic principles to industry. Used understanding of design to communicate with other designers about what was needed.
- Acquired experience working with deadlines and working to fulfill specific requirements.

Atavus- Seattle, Washington 2016
Marketing Analyst – Worked with the marketing team with a focus on the website, search engine optimization, and web traffic analytics.
- Improved current search engine optimization
- Worked in a team on marketing strategy and analysis
- Wire framed and restructured website

UW Football- Seattle, Washington 2016
Graphic Designer – Worked with design team to create recruiting propaganda.
- Utilized Adobe Suite to create compelling graphics
- Learned design processes for large projects.

ACHIEVEMENTS

Division I Athlete - Football, University of Washington, 2013 – current
Seven Times Dean's List