

JOSH MONTGOMERY

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EDUCATION

The University of Texas at Austin

Bachelor of Science and Arts: Computer Science

May 2017

McCombs Certificate of Business Foundations (36 Credit Hours)

SKILLS

DESIGN

Sketch
Photoshop
InVision
Marvel

CODING LANGUAGES

HTML/CSS/JavaScript
Python
Java
SQL

FRAMEWORKS

React, Vue
Bootstrap
AOS.js
Git

CERTIFICATION

Udemy Sketch Design
McCombs Business
Google Analytics

COLLABORATION

Agile Methodology
Kanban Tracking
Google and Box Suite
IBM Design Thinking

EXPERIENCE

IBM Design, Product Design Intern | Sketch, InVision, HTML/CSS/JavaScript

June 2017 – August 2017

- Worked with design team to create progressive web app (not yet released) using IBM Design Thinking methods
- Created storyboards, wireframes, and prototypes with Sketch to communicate design ideas and progress to stakeholders
- Iterated over product designs by discovering insights from qualitative user research and InVision prototype testing
- Bridged design and business strategy with go-to-market plan, product roadmap, and competitive landscape

uShip, Front-End Development Intern | ASP.NET, C#, React, HTML/CSS/JavaScript

May 2016 – August 2016

- Collaborated with agile dev team to launch responsive, React-enabled homepage: uship.com
- Designed, developed, and tested responsive UI for uship.com's web and mobile navbar using Sketch, JavaScript, and Lighthouse
- Built fullstack MVC web tool that enables non-technical employees to query important customer data

PROJECTS

joshmontech.com, Designer and Developer | Sketch, Bootstrap, AOS.js, HTML/CSS/JavaScript

December 2017

Created personal portfolio website to demonstrate design ability and technical competency

- Researched design and dev portfolios from Dribbble, HH Resumes and Portfolios, and Medium
- Designed personal branding and iterated over portfolio designs using Sketch
- Developed website using HTML/CSS/JavaScript, Bootstrap, React, AOS.js, and codepen.io

Stock Up, Designer and User Researcher | Sketch, Google Suite

October 2017

Teamed up with MBA candidates and professionals to validate and refine startup idea for how bar managers order alcohol

- Interviewed 13 bar managers and shallow-validated pain-points
- Designed storyboards, wireframes, and branding using Sketch
- Pitched to venture capitalists at Austin's Capital Factory and received NDA funding

MeFree, Designer and Developer | Swift, Sketch, Photoshop

Spring 2016

Collaborated with multidisciplinary team to create and launch iOS social media app that makes impromptu hangouts easy

- Designed storyboards, wireframes, prototypes, and iterative user testing
- Developed app with Swift and Xcode; Developed back-end with Heroku-deployed Parse Server
- Launched to iOS app store and presented live demo to audience of 150 people

LEADERSHIP

Design Collective – Software Development Director

Spring 2017

- Hosted introductory front-end dev workshops for designers covering HTML/CSS/JavaScript, Bootstrap, and React
- Coordinated keynote speaking events of web developers and designers for student designers

Mobile App Development (MAD) – MadCon Organizer

Spring 2016 - Fall 2017

- Organized multiple coding workshops for annual MadCon conference and coordinated MadCon's workshop scheduling

Texas eSports Association (TeSPA) – Fighting Game Community (FGC) Ambassador

Spring 2015 - Spring 2017

- Coordinated efforts between multiple campus FGC communities to host multi-club gaming tournaments

HONORS/AWARDS

- Excelling Product Award (3 Day Startup)

Fall 2017

- University Honors (5 Semesters)

Fall 2013 – Spring 2017

- Distinguished Collaboration Award (Mobile News App Design)

Spring 2017