Andy Cochran

CIVIC INNOVATOR, DESIGNER, OPEN-SOURCE DEVELOPER

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EXPERIENCE

New York City Council | Designer/Developer 2015–present

As the Lead Designer/Developer of NYC Council's Digital Strategies Division, I've implemented Speaker Melissa Mark-Viverito's plan for digital inclusion and open government.

To test new ways for NYC Council to share information and engage residents, I built a beta website using an iterative process throughout 2016. It's now Council's official website. Its human-centered, mobile-first design approach and focus on accessibility ensures that the site works for anyone, regardless of which devices or assistive technologies they use.

OpenPlans | Design Lead, Creative Director 2008–2015

As Design & Creative Director at OpenPlans (a non-profit civic tech incubator), I contributed open-source code to web apps, collaborative mapping services, real-time transit trackers, multi-modal trip planners, geospatial software, and other civic engagement tools. I was involved in projects from ideation through implementation and helped roll out mature initiatives into their own for-profit companies.

Shareabouts is an online mapping tool for crowdsourcing public input about places. Easily drop pins on a map and have discussions about those places. This mobile-friendly web app has been used to suggest bike share locations, identify dangerous intersections, survey community assets, propose capital projects, and provide feedback for other city planning and design issues.

Zurb Yetinauts 2015–present

I'm part of the select group of core contributors dubbed Yetinauts by the ZURB team. With direct write access to the Foundation for Sites codebase, we support and encourage a community of over 850 developers and guide the evolution of the web's most advanced responsive front-end framework.

Circle At Seven Studio, Inc. | Designer 2003–2008

At this boutique agency, I specialized in high-quality design for non-profit organizations, managing the entire process — from initial client contact, estimates, and proposals through production, delivery, and invoicing. We offered a broad range of services including web design, identity/branding, illustration, print design, packaging, books, periodicals, mailers, posters, screen graphics, and...well, you name it!

Louisville Magazine | Assistant Art Director 2001–2003

Designed editorial and advertising content in monthly regional magazine as well as supplements, media kits, and other affiliate publications—such as playbills and newsletter for Actors Theatre of Louisville. Concept and art direct photo shoots. Created web graphics for louisville.com.

Specialty Engraving | Production Artist 2000–2001

Rotogravure printed designs for consumer and industrial packaging, building materials, faux wood grains, and patterned laminates. Extremely detailed Photoshop work. Large format high-resolution drum scanning, restoration and retouching, and film-to-digital archiving.

Trader Publishing Company | Production Artist 1999–2000

Fast-paced advertising design for multiple weekly publications such as AutoTrader and AutoMart in Southeast/Midwest regions. Highly cooperative team environment. Tight deadlines and no margin for error.

EDUCATION

Maryland Institute College of Art 1999

Bachelor of Fine Arts, Cum Laude, Minor in Art History

SKILLS

Responsive Web Design

HTML5

CSS/SASS

UI/UX Design

Open Source

Foundation Sites
(Core Contributor)

Accessibility

JavaScript/jQuery

Maps
(Leaflet, Mapbox, CartoDB)

Brand/Identity

Typography

Agile/Scrum

Git

PHP (WordPress)

Jekyll

Gulp

NPM

Bower

Bootstrap

MVC

Grunt

User Testing

Illustration

Python (Django)