

ANDREW J. SAWYER

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EDUCATION

Auburn University

Computer Science
Samuel Ginn College of Engineering
2019-Present • Auburn, AL

SKILLS

INTERESTS

iOS/macOS Development
Interaction & Visual Design
Video & 3D Content

TOOLS

Swift
UIKit
SwiftUI
AVFoundation

PROGRAMS

Xcode
Figma
Adobe CC
Blender

WORK

WillowTree Product Design Intern

Designed mobile app & marketing website updates for Sling TV. Created modular animation for Sling.com homepage. Utilized a design system to translate app UI to other platforms. Crafted interactive prototype with detailed animation. Led an intern project to develop a hearing impaired accessibility app.
Summer 2021 • Charlottesville, VA • Remote

Digital Scientists UX/UI Design Intern

Experienced all aspects of product development including prototypes, UI design, style guides, website development, and branding for clients like Park 'N Fly, Fortiva, Shepard, Tech Alpharetta, Farmwave, and Boxlock.
2016-2020 • Alpharetta, GA

APPS

~~WEST~~ Film Camera

Designed & developed film emulation & editing iOS app. Camera, photo gallery, & filter customization. 200k photos taken by users.
2020-2021 • Swift, Realm, AVFoundation, UIKit, IAP

SOLID

macOS app to turn
photos into 3D models.
2019 • Swift, RealityKit

BLINK

Automatic video editor
with music & effects.
2019 • Swift, Firebase

WUMPY

A possibly impossible
game with 1M+ plays.
2020 • Swift, SpriteKit

VOLUNTEER

Creative Team Auburn Community Church

Served with a team to create motion graphics, social media videos, & live presentation content.
2019-Present • Auburn, AL