# Austin Blair

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## EXPERIENCE

Georgia State University Software Systems graduate interested in areas of UX/UI, Web/Mobile Application Development, and Game Design. Known for having a detailed driven focus when creating and implementing simple and effective solutions.

**Web/Mobile Application Design**                                    2020 - Present

Figma | Personal Projects

A collection of projects that increased my knowledge and performance of user experience and user interface functions.
Designing/Redesigning websites to become the most simple and efficient for both the user and the company.
- The Dyslexia Foundation - A redesign of the donation page
- Sunnyside* - A redesign of the whole webpage with a mobile application design to accompany
- Orange Nike - A simple webpage for orange Nike shoe releases

**Game Design**                                    March 2020 - May 2021

Web Development/Game Development | Prison Break
- Russian based Prison Break game
- Must navigate a gulag to find items aiding your escape
- First coded in HTML, CSS, JS – Remastered in Unity

**Mobile App Developer (UI)**

Android Studios | Hiking Application                                    January 2021 - May 2021
- 3-D topographical map application with built in altitude tracker
- Designed using Figma, coded using Android Studios
- Focus on front-end, documentation, and customer experience

Android Studios | The Shade Room                                    August 2020 - December 2020
- Coded in Java using Android Studio, contribution of the user interface.
- Mobile application game played by selecting the darkest color shade out of colored squares shown.
- First experience with the complexity of user interface, limited vectors, and color scheme. Sparked interest in UX/UI

**Data Structure Project**                                    March 2019 - May 2019

Eclipse | Contacts Application
- Data Structure Contacts application conducted in Java using Stacks, Queues, and Binary Search Trees
- Includes Names, Phone Numbers, Recent Calls, and Missed Calls

## EDUCATION

**Georgia State University** | Bachelor of Science in Computer Science – Software Systems                                    May 2021
- GPA: 3.3/4.0
- Data Structures, System-Level Programming, Computer Organization & Programming, Discrete Mathematics, Physics II with Calculus II, Web Programming, Computer Architecture, Parallel & Distribution Comp, Mobile App Development, Design & Analysis: Algorithms, Game Design, Privacy, Software Engineering

**Douglas County High School** | International Baccalaureate Graduate                                    May 2017
- 3.75/4.0

## SKILLS

Java | HTML | CSS | Figma | Agile | Microsoft Office | Windows | Android Studios | Unity | Beginner JavaScript