Austin Blair

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SKILLS

- Technologies: Android, Unity, Figma, Sketch, Github
- Languages: Java, HTML, CSS, JS, C#
- Database: MongoDB
- IDE: Android Studio, Eclipse, VSCODE

EXPERIENCE

Mobile Application Developer (Android)

Android Studios | The Shade Room   August 2020 - December 2020
- Android mobile game played by clicking the darkest shade of one color out of a grid of squares.
- Front-end developer used Sketch and Android Studios (Java) for user interface.
- Collaborated with project manager and back-end developers in sprint cycles to accomplish Agile goals.

Android Studios | Hiking Application   January 2021 - May 2021
- Front-end developer of a 3-D topographical map application designed using Figma, coded using Android Studios.
- Project's Scrum Master directing back-end team and database teams, traversing communication problems amongst the groups, and working closely with the client.
- Responsible for the documentation of Technical Design, Backlog, User Stories and User Research Presentation.

Game Development

Unity & VSCODE | Prison Break   March 2020 - May 2021
- Co-Project Manager that specialized in front-end development
- First coded in HTML, CSS, and JS, later redeveloped in Unity.
- Front-end developer, aided in back-end and database development, gaining experience in MongoDB and C#.

Unity 2D | Crappy Turd   September 2021
- Flappy Bird remake. Gained experience: C#, Tileset Design, GameContoller, Spawner, DeathZones, UI canvas.

Unity Virtual Reality | Space Exploration   October 2021
- Mathematically proportional solar system. Navigate by joystick or hop planet to planet at the click of a button.
- Worked with C#, Unity interactions, particles, planet material, point light, and dependencies.

Unity 3D | Car Part Selection   November 2021
- Scene Management, User Interface Design, Car Part Highlighted Interaction Display, Kinetic Camera View, C#

Web/Mobile Application Design   2020 - Present

Figma | Personal Projects

A collection of projects used to gain knowledge of user experience and user interface design standards. Designing and redesigning websites around simplicity and efficiency for the user, developer, and business.
- The Dyslexia Foundation – A redesign of the donation page, centered around the study on Comic Sans positively impacting Dyslexic readers.
- Sunnyside* - An entire webpage redesign of the Sunnyside* cannabis store.
- Orange Nike – First webpage design and first experience with Figma. Gained knowledge of the Figma Software and basic layout structures.

EDUCATION

Georgia State University | Bachelor of Science in Computer Science – Software Systems   May 2021
- GPA: 3.2/4.0
- 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