

Austin Blair

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SKILLS

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

PROJECT EXPERIENCE

Mobile Application Developer (Android)

The Shade Room | Software: Android Studios

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.

Hiking Application | Android Studios

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

Prison Break | Software: Unity & VSCODE

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#.

Car Part Selection | Unity 3D

November 2021

- Scene Management, User Interface Design, Car Part Highlighted Interaction Display, Kinetic Camera View, C#

Application Design

2020 - Present

Personal Projects | Software: Figma

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 design using Figma really learning how to navigate the software.

WORK EXPERIENCE

Sublime Donuts | Cashier/Decorator

March 2018 - October 2018

- Collaborated frequently with staff at Mercedes-Benz Stadium to create and fulfill event orders.
- Created a special donut design representing Atlanta United.
- Implemented a nut-free allergy protocol to prevent cross-contamination and enhance the user experience.

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