

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

- Implement end-to-end UI designs to provide a user-friendly application in an Agile environment.
- Demonstrate adeptness in creating storyboards and wireframes for mobile apps and game development.
- Collaborate with back-end developers to produce page transitions, game features and a history database.

Hiking Application | Software Android Studios

January 2021 - May 2021

- UI engineer of a 3-D topographical map application designed using Figma, coded in Android Studios.
- Project's Scrum Master directing back-end and database teams, traversing communication problems amongst the groups, and working closely with the client to meet deadlines.
- Responsible for the documentation of entire UI Development, Technical Design, Backlog, User Stories and User Research Presentation.

Game Development

Prison Break | Software: Unity & VSCODE

March 2020 - May 2021

- Co-Project Manager specializing in user experience front-end development.
- Create a text web game using HTML, CSS, and JS, later remastering the game in Unity.
- Aide 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 UI/UX design standards. Designing and redesigning websites/applications 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 learning how to navigate the software.

WORK EXPERIENCE

Sublime Donuts | Product Developer - Cashier/Decorator

March 2018 - October 2018

- Collaborated with staff at Mercedes-Benz Stadium to create and fulfill weekly event orders of over 6000 donuts.
- Designed and sold a special donut design representing Atlanta United to increase company revenue.
- 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