

Austin J. Blair

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SKILLS

Technologies: Discord, Github, Unity

Front End Tools: Figma, Adobe XD, Photoshop, Illustrator

Languages: Java, C#, XML, HTML5, CSS3, JavaScript, SQL

IDE: Android Studio, Eclipse, Visual Studio Code

PROJECT EXPERIENCE

Mobile Application Developer (Android)

The Shade Room | Software: Android Studio

August 2020 - December 2020

- Individually implement end-to-end UI designs to provide a user-friendly application in an Agile environment.
- Deliver design specifications and design standards in the form of storyboards, wireframes, and prototypes.
- Collaborate with back-end developers to produce screen transitions, game features, and a user game history database.
- Experience in updating, accessing, and version controlling the source code using GitHub.

Hiking Application | Software: Android Studio

January 2021 - May 2021

- UI engineer of a 3-D topographical map application designed using Figma, coded in Android Studio (Java).
- Implement Google Maps Elevation API returning elevation depending on the location between preset path points.
- 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 & Visual Studio Code

March 2020 - May 2021

- Co-Project Manager specializing in user experience and front-end development.
- Create a responsive text-based web game using HTML, CSS, and JS, later remastering the game in Unity (C#).
- Build an interactive User Interface using HTML, CSS, and JavaScript with responsive web pages in React framework.
- Adopt MongoDB for data storage and create different questions and paths for gameplay correlation.

Car-Part Selection | Software: Unity 3D

November 2021

- Scene Management, User Interface Design, Car-Part Highlighted Interaction Display, Kinetic Camera View, C#
- Modify high-quality 3D assets and materials for use in real-time applications.
- Code UI interaction to manipulate the camera view of the screen via menu selection or object on click functions.
- Program interactions and features with an eye toward intuitive usability.

WORK EXPERIENCE

Sublime Donuts | Product Developer - Cashier/Decorator

March 2018 - October 2018

- Collaborate with staff at Mercedes-Benz Stadium to create and fulfill weekly event orders of over 6000 donuts.
- Design and sell a specialized donut design representing Atlanta United to increase company revenue on event days.
- Implement 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, Software Engineering, System-Level Programming, Computer Organization & Programming, Discrete Mathematics, Physics II with Calculus II, Computer Architecture, Parallel & Distribution Computing Web Programming, Mobile App Development, Design & Analysis: Algorithms, Game Design, Privacy