Austin Blair

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EXPERIENCE

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.

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

Unity | Virtual Reality Room
- First experience with VR, Oculus setup within Unity, hand movement animations, grabble objects, and sockets.

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

Web Development/Game Development | Prison Break   March 2020 - May 2021
- A Russian text-based game where the user must escape a Russian Gulag.
- First coded in HTML, CSS, and JS, later redeveloped in Unity.
- Only front-end developer, aided in back-end and database development, gaining experience in MongoDB and introduced to C#.

Mobile Application Developer (Android)
Android Studios | Hiking Application   January 2021 - May 2021
- Front-end developer of a 3-D topographical map application with built in altitude tracker.
- Designed using Figma, coded using Android Studios (Java).
- First Scrum Master experience which led to helping a lacking back-end team, traversing communication problems amongst the group, and working closely with the client.
- Responsible for the documentation of Technical Design, Backlog, User Stories and User Presentation.

Android Studios | The Shade Room   August 2020 - December 2020
- Front-end developer used Sketch and Android Studios (Java).
- Android mobile game played by clicking the darkest shade of one color out of grid of squares.
- First experience with the complexity of user interface, vectors, and color scheme.

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 | Eclipse | HTML | CSS | Beginner JavaScript | Figma | Sketch | Android Studios | Unity | Beginner C# |