Austin Blair

● Email: austinblair9810@gmail.com ● Portfolio: https://aus10blair.github.io/

SKILLS

Technologies: Discord, Github, Unity
Front End Tools: Figma, Adobe XD, Photoshop, Illustrator
Languages: Java, C#, XML, HTML, CSS, JS
IDE: Android Studio, Eclipse, VSCODE

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 Studios (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 & 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 (C#).
- Build an interactive User Interface using HTML, CSS, JavaScript with responsive web pages using React framework.
- Adopt MongoDB for data storage, designed 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 application.
- Program interactions and features with an eye toward intuitive usability.
- Code (C#) to allow for UI interaction to manipulate screen camera view by menu or object on click functions.

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 special donut design representing Atlanta United to increase company revenue.
- 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