

Austin J. Blair

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EDUCATION

Georgia State University | Bachelor of Science, Computer Science – Software Systems

- GPA: 3.2/4.0
- Data Structures, Software Engineering, System-Level Programming, Computer Organization & Programming, Discrete Mathematics, Physics II with Calculus II, Web Programming, Mobile App Development, Game Design, Design & Analysis: Algorithms, Privacy

SKILLS

Certifications: CompTIA A+

Technologies: Discord, Github, Unity, Blender, Figma

Languages: Java, C#, HTML, CSS

IDE: Visual Studio Code, Android Studio, Eclipse

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.

Group9 - Hiking | Software: Android Studio

January 2021 - May 2021

- UI/UX developer 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.
- Perform project management duties including directing back-end and database teams, traversing communication problems amongst the groups, and collaborating with the client to meet deadlines.
- Responsible for the documentation of the 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 with responsive web pages in React framework.
- Research and adopt MongoDB for data storage including question-based paths for gameplay navigation.

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 | Cashier/Decorator

March 2018 - October 2018

- Collaborate with staff at Mercedes-Benz Stadium to create and fulfill weekly event orders of over 6000 donuts.
- Respond to customers' complaints and take necessary actions to resolve their issues.
- 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.