

contact

Collin Clarke

Web Developer | NYC

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[Github](#) [LinkedIn](#) [Portfolio](#)

projects

Vacant RAILS & REACT [Live](#) [Repo](#)

Full Stack Single-Page Application

Single page application for connecting creatives in need of space with available property in NYC. Secures user authentication with custom encryption using BCrypt. Integrates Google Maps API with live pricing markers. Enhances user experience of long forms by implementing multi-page React components.

Flowers REACT & 3JS [Live](#) [Repo](#)

3D Simulator

Conway's game of life simulation with a twist. Custom algorithm uses React state to generate color variation after a predetermined number of moves. Local variables track components lifecycles independently of game logic to determine depth of each mesh. Utilizes trackball library in combination with raycasting to allow user interaction.

experience

Black Swan Data JAN 2016 - JAN 2017

Product Designer & Design Lead NYC

Oversaw design of iOS and Android applications.
Responsible for development of, and ensured adherence, to design guidelines. Collaborated with data scientists to develop new tools for marketing insights.

Freelance Designer MAY 2015 - SEPT 2017

Web & Graphic Design

Managed production and design of web/print materials for clients including Redbull Arts NYC, Storefront for Art and Architecture, Jordan Wolfson, Justin Lowe and Jonah Freeman.

education

App Academy NOV 2017

Software Development

Coding intensive with less than 3% acceptance rate.

Pratt Institute MAY 2015

BFA: Communication Design

Formal training in web and graphic design, with particular focus on typography, layout and user experience.