

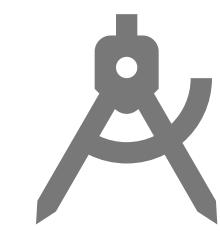


Jesse Chamberlin

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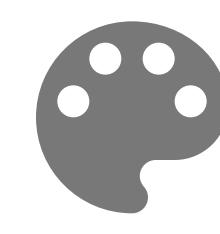
Cover Letter



Auracle Music Player



Android UI/UX Contest



Stickers Icon Pack

I've always been enticed by things that adhere to specific structures. As a little kid, I would square up the cans of food on the shelves at the supermarkets. I loved to play with Legos, because they forced me to work within their constraints, while enabling a great deal of creativity. Around 9 or 10, I became engrossed in origami and found a particular fondness for the large modular pieces that were the composition of hundreds, or even thousands of smaller pieces. In high school, I joined the Bridge Building club and found that I had a knack for it. I took great pride in starting from a few twigs of wood and constructing a model bridge that could support my own weight, following the provided specifications every step of the way.

Shortly after buying my first smartphone, I began to explore the Play Store and look for well-designed apps. I got in touch with a developer, [+Tim Malseed](#), with suggestions for his music app, Shuttle. That first correspondence quickly turned into a relationship in which I offered design insights. I entered some of my early mockups in [+Taylor Ling's](#) Android UI/UX Contest. I didn't win, but I got the opportunity to draw inspiration from the competition. Eventually, I got fed up with my limited control over Shuttle's design as my mockups began to deviate from Tim's own visions for his app. So I parted ways with Shuttle and started designing my own app where I got to call the shots. I polished up the mockups just in time enter them in the second UI/UX contest.

This time I was one of the winners, and my designs had garnered some attention. [+Andrew Orobator](#) reached out to me and asked if I'd be interested in being the designer for his Android app. For the last year, the two of us have been working to bring our new music app, Auracle, to the Play Store. Integrating and supplementing my ideas with the principles of Material Design has yielded what I believe to be an innovative and intuitive user experience that enhances not just the productivity, but the enjoyment of the user. I've come to realize that mobile app design is a perfect medium for me to express my creativity through, allowing practically limitless opportunities but constraining me to a fixed set of guidelines, which provides the structure that I crave.





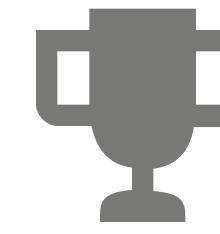
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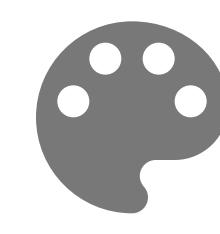
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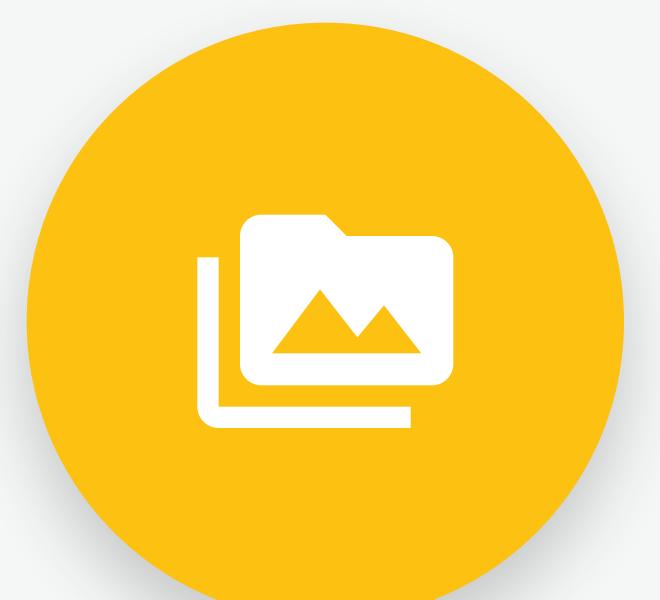
The miniplayer was designed to be simple and to stay out of the way. It integrates seamlessly with the queue, which is represented by a stream of cards.

Auracle

Collections are groups of songs categorized by album, artist, genre, playlist, etc. Collections can be added to the queue with the button in the overview, or the FAB in their subview.

In the queue view, collections stay grouped together and can be rearranged or dismissed the same as songs. Up Next acts as a hotseat for songs that you want to listen to sooner.

Auracle was born out of a desire for a music app that would make it easy to generate and manipulate the queue. Auracle cherry picked the best features from the popular Android Music apps and introduced brand new ones. From the very beginning, Auracle treated the now playing view and mini player view as extensions of the queue. Cards would zoom around and grow in size in material design fashion, the queue paradigm standing firm. This enabled me to innovate a now playing system that was gesture based and provided useful new interactions such as peeking at the upcoming song. Another big goal of my designs was to organize the user's library in an intuitive and fast to browse way. Our combined artist and album view is a first for mobile music players (trust me, I've tried all of them). It makes it easy to jump between albums of an artist. Unlike the queue, this view went through half a dozen iterations before I settled on the present design. I incorporated delightful details in every interaction to create clarity for the user while making it an enjoyable experience.

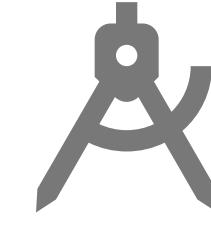




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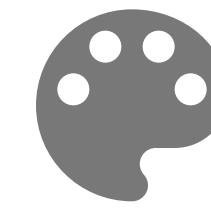
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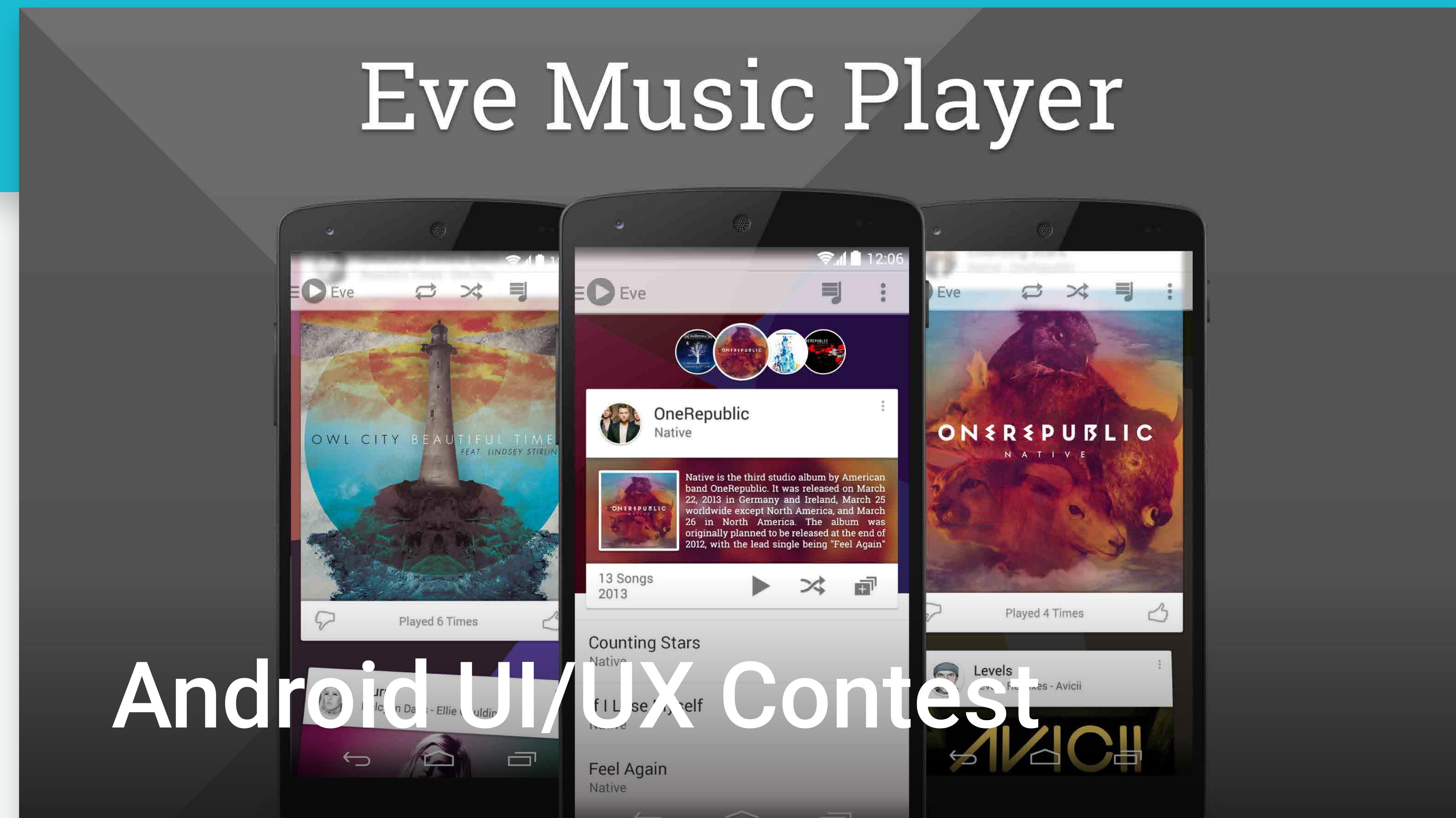
Auracle Music Player



Android UI/UX Contest



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Android UI/UX Contest

My first entry in the UI/UX contest was a redesign of Shuttle. Up until that point, I had been mocking up snippets of the app, but I hadn't tried to put everything together. I was still learning the ropes of Photoshop and Illustrator at the time, and Android didn't have a great set of design guidelines yet, so my entry wasn't quite on par with those of other designers who were competing. By the second contest, I had parted ways with [+Tim Malseed](#) and Shuttle, and started work on my own app. This one was worth showing off. I felt as if I had created something special and I wanted to show it off. Luckily, my entry caught the eye of [+Andrew Orobator](#) who proposed a collaboration. Since the second contest, Google has released their Material Design guidelines and I've taken great care to ensure that Auracle follows them. The contest not only encouraged me to share my designs, it connected me with other people who are just as passionate about making beautiful apps as I am.

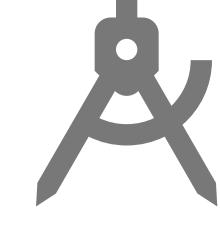




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Stickers Icon Pack was my first independent project. I had long been a fan of applying icon packs to my launchers. I thought making my own would be a fun way to dip my toes in the Android dev waters without taking on an overzealous project idea. Working on the icons for Stickers gave me ample practice with Illustrator and tracing vectors by hand. Once I reached a quantity of icons that I was satisfied with, I found an icon pack template online and shifted my focus to putting the app together. I released the app on the Play Store for free and watched as the downloads racked up. I got to see user feedback directly from the ratings page as well as through the Google+ community I had set up. One of my favorite aspects of the Android developer community is the developers' willingness to cater to users. I had provided feedback for devs whose apps I'd enjoyed in the past, and receiving positive responses to my work is the best part of being a content creator.

