

AUSTIN SMITH

SOFTWARE ENGINEER

austin.smith.dev@gmail.com • 914-844-5179 • [Github](#) • [Linkedin](#) • [Medium](#) • New York, NY

Graphic Designer turned Software Engineer with a desire to solve problems and a drive to find solutions.

*Highly motivated self starter specializing in the design of efficiently creative products that improve end-user experiences & outcomes.
Energetic team player that is eager to not only deliver upon the needs of a user base, but to also deliver upon the needs of a development team.*

SKILLS

Programming: CSS, HTML, JavaScript, JSON, PostgreSQL, Ruby, Ruby On Rails, React, Redux, SQL

Editing: Adobe After Effects, Adobe Dreamweaver, Adobe InDesign, Adobe Illustrator, Adobe Photoshop, Adobe Premiere, Sony Vegas 15

PROJECTS

Spacebar Smasher [Deploy](#) • [Demo](#) • [Github](#)

November 2019 - July 2020

An interactive game where the user tries to press the spacebar as many times as possible in 30 seconds, and submit their score and name to a leaderboard

- Built frontend with Javascript, then converted to React
- Built backend with Ruby on Rails, & PostgreSQL & JSON, then converted to Firebase
- Built Restful API functionalities with Active Record, JSON, FastJSON API, then Firebase Cloud Functions
- Designed all CSS elements and animations with creative uses of conditional rendering

SmartApp [Demo](#) • [GitHub \(frontend\)](#) • [GitHub \(backend\)](#)

December 2019 - April 2020

A trivia application designed for people who love to test their knowledge. SmartApp was also developed with an administrative panel that collected user traffic and browsing data in real time

- Utilized frameworks such as React, Ruby On Rails, PostgreSQL, and JSON to build front end and backend environments
- Developed user authorization, authentication and validation levels with bcrypt and JWT for administrative middleware
- Designed all UI/UX elements and animations with emphasis on a clean professional appeal

EasyComps [Demo](#) • [Github](#)

October 2019 - March 2020

An application designed for potential real estate buyers/investors to browse, compare, and save real estate listings utilizing both the Zester API & Google Maps API

- Built strictly with Ruby, Ruby on Rails, Active Record & PostgreSQL
- Managed the workflow of a 3-man team using GitHub to ensure overlaps in development did not occur
- Developed robust user authentication, authorization and validation with bcrypt
- Designed all CSS elements and transitions with a focus on legibility, functionality and ease of use

EXPERIENCE

Saint Luke's Episcopal Church • Sea Cliff, New York

Graphic Designer

March 2018 - August 2019

Saint Luke's is a historic Episcopal Church located in Sea Cliff, New York. Contracted to redesign their website, and develop a branding scheme to revamp the public image of the church

- Developed, designed & deployed a redesigned website with an emphasis on improved visual fidelity and functionality
- Produced a wide variety of new art assets aimed at matching the visual aesthetics of the church
- Designed multiple logos, color schemes & font families to be used across multiple media forms

SCO Family Of Services • Glen Cove, New York

Communications Intern

August 2017 - February 2018

SCO Family Of Services is one of the largest providers of social services in New York State, serving over 60,000 people per year with services ranging from Foster Care Programs, to Developmentally Disabled Care, to Early Childhood, Independent Youth, & Community Support

- Produced flyers, posters, newsletters, letterheads, page layout templates & other material for in-office functions & community driven events
- Directed, shot, edited & released promotional recruitment videos for SCO's Foster Care programs
- Conducted data entry, analysis, & curation of a data migration project for SCO's People Service Report. This included scripting with Powershell, Sharepoint & SQL

TF2Pricecheck

Founder, Lead Developer

August 2011 - April 2014

TF2Pricecheck was a website that indexed and stored virtual cosmetic item values and tracked micro transaction economics for the TF2 Community. TF2PC's audience grew to over 3 million page views per month from over 100,000 unique visitors per month & 10,000 unique visitors per day

- Planned, developed, deployed, & promoted web features, applets, services, investment programs & hosted community events
- Developed and released the first publicly available automated trading bot on Steam using C++ & the Steamworks API
- Designed all UI elements & assets including logos, buttons, icons, advertisements, banners, color schemes, etc...

Steamworks

Co-Founder, Head of Production

December 2007 - July 2009

Steamworks was a professional machinima production group that specialized in producing team logos, team/player promotions, & event highlights/coverage for competitive teams, players & events within the Esports industry

- Produced logos, highlight videos and promotional material for teams, players and event organizers
- Oversaw, critiqued & curated all material produced & released under the Steamworks brand
- Managed production work-flow on simultaneous projects

EDUCATION

The Flatiron School • Brooklyn, New York

Full Stack Web Development, Ruby On Rails & JavaScript Program

December 2019

Nassau Community College • Garden City, New York

Associate Of Applied Science in Digital Media & Graphic Arts

April 2014