

AJ Austinson

Developer with a design background

ajaustinson.com aj.austinson@gmail.com

Interaction Designer & Creative Developer @ Ziba Design

August 2016 - September 2017

- Worked with a large enterprise shipping company on a new mobile application ecosystem for couriers.
- Wrote code for a UI framework built atop Xamarin.Forms.
- Acted as a liaison between Ziba's design team and the client's engineering organization and their engineers.
- Several smaller projects developing small interactive kiosks in Unity3D. See: <https://www.ziba.com/solutions/gear-case/> for more info.

Software Engineer @ Synapticats

January 2015 - January 2016

- Worked with a sports company on a mobile app with millions of daily active users.
- Experience collaborating and communicating within a large development team.
- Helped with re-write of entire app, moving from Objective-C to Swift and updating to new user experience.

Freelance Software Consulting

February 2014 - January 2015

- Split time between freelance consulting & learning about making video games. Wrote many prototypes in JavaScript and WebGL.
- Worked with a credit union leading design, prototyping, and user testing of a new mobile app.
- Worked with a wireless power startup to design a UI language for a web-based administration tool.

Software Engineer @ Synapticats

September 2012 – February 2014

- Wrote the entire front-end of an app that was featured during an Apple keynote and went on to set records for stability with the client's organization.
- Lead the concept, design & development of an iOS game called Wordrop.
- Worked directly under several experts of Mac & iOS development (20+ years on mac).

Interaction Designer @ Ziba Design

May 2010 – September 2012

- Played a jack-of-all-trades designer while occasionally doing development work creating prototypes.
- Worked with the Interaction Design group to show how prototyping and technical knowledge can be of great value to a design team.